

# ST CHRISTOPHER'S TENNIS CLUB

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# **Guidelines for Weekend Social Tennis**

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# Version History

Version	Date	Author	Comments
1.0	17 <sup>th</sup> April 2020	Hari Haritharan	Initial Document
2.0	26 <sup>th</sup> April 2020	Hari Haritharan	New section "Importance of Arrival Time" and Reformat the "Scenarios and Grouping" section
2.1	29 <sup>th</sup> April 2020	Hari Haritharan	New section "Whiteboard Layout and Explanation" and minor updates.

## Background

- STC weekend social tennis has evolved over time into a very strong part of St. Christopher's Tennis Club.
- It started as a group with single digit and have more than doubled (26 on last count) in recent times.
- In order to manage this group effectively, few seasons back it was decided to appoint "Convenors".
- Now, it is time to further improve on this step to have a more "Consistent & Balanced" approach going forward.
- A <u>strong and healthy setup for the Social Tennis</u> is important for the Club's financial position and overall success.

## Objective

- To address the common issues listed below. Doing nothing will exasperate the issues.
- To have a consistent, fair & balanced approach to encourage more participation & <u>discourage any breakaway</u>.

### Issues

- 1. In the absence of agreed start time players come when it suits them and then expect to play immediately & to continue playing.
- 2. Due to different start time of the sets, mixing players to find a good balance is an issue.
- 3. General expectation is that early arrival warrants more matches, regardless of the balance in the playing four.
- 4. Unbalanced team leads to mostly a player making up the number to form a playing four.
- 5. Individual's Expectation that leads to some benefiting and some frustrated due to lack of quality sets.
- 6. Players are allowed to choose their partners & opponents leaving some stranded.
- 7. Players deliberately missing their turn to manipulate whom they play with and against.
- 8. Convenors not consistent with their decisions... maybe due to lack of guidelines.
- 9. No history kept for the day which makes pairing & balancing more difficult.
- 10. Common disputes and heated exchanges are related to "Service/Line calls" & Game score.

### **Proposed Solution**

- 1. Formalise Weekend Social Tennis start (8:30am) and end (11:30am) time.
  - a. It is very important to have a **formal "start time"** for social tennis. Subsequent points are reliant on the implementation of start time.
  - b. Fix 8:30am as the start time. Enough light all year around. Social sets will start shortly after.
  - c. Fix 11:30am as the end time for advertising "Court Availability" to avoid any confusion on court usage by the general membership.
  - d. Between the start & end time the courts are only available for social tennis.
  - e. "Social Tennis" in other clubs have a start time to easily manage the session.
- 2. Any courts occupied before the start time will need to stop, the courts bagged/watered and be ready for social tennis.
  - a. Convenors have the authority to stop the activity on the occupied courts.
  - b. History shows some members prefer to start early. They can start early but stop when it is time for 'Social Tennis'.
- 3. Arrival time before the "start time" is **disregarded** for the purpose of arranging "official" social sets.

- a. Those in the clubhouse who are not ready to play by the start time, should opt out of set 1.
- 4. List the players into three categories based on the time of arrival for organising the sets.
  - a. **On-Timers:** Players who are present in the clubhouse on or before the start time.
    - b. Grace-Timers: Player(s) who are arrive before arranging set 2.
    - c. Late-Comers: Player(s) who are arrive <u>after arranging set 2.</u>
  - d. Section "Importance of Arrival Time" in Appendix discuss the categories in detail.
- 5. To consistently balance the teams, **the sets should start at the same time.** 
  - a. Once a set has a formal conclusion, other sets that have played <u>8 games or more in</u> <u>total</u> (each player had two servers, one from either side) should stop and remix.
    - i. Exception: If a set <u>started late</u> because of the "Grace Timers or Late Comers", regardless of the score it should stop and remix.
  - b. 8 games limit is almost 70% of the ideal match (12 games) before the tie-breaker.
  - c. Leaving the decision to the players will bring inconsistencies & confusion.
- 6. Organising & Balancing the teams will be done by the Convenor.
  - a. Sections "Organising Teams" and "Balancing Teams" in Appendix discuss them in detail.
  - b. Setting up the teams will be done at the start time for the first set.
- 7. Role of the Club Committee.
  - a. Reinforce to all social players
    - i. The "Role of the Convenors"
    - ii. To accept the "set make-ups" arranged by the convenors.
    - iii. Perfect draw might not be possible for all the sets.
    - iv. It is possible that some might play more sets than others.
  - b. Nominate/Appoint Convenors and advertise to the social group.
    - i. Nominate a "Lead Convenor" for consistency who is impartial and robust.
    - ii. Nominate an "Assistant Convenor" as a fallback to the lead convenor.
    - iii. Appoint a "Stand-In" convenor as a fallback to lead & assistant convenors.
  - c. Club secretary will become the escalation contact for players having disagreement with the convenors.
- 8. Role of the Convenor(s).
  - a. Lead convenor.
    - i. Plays both days and present 10m before the start time and categories the players based on the arrival time as indicated in point 4.
    - ii. Responsible for forming a balanced team and if necessary, apply the selection process.
    - iii. Responsible for the session and have the authority to intervene to bring normality through conflicts and have the ability to overrule for a legitimate reason.
    - iv. Be aware of the misuse of the "sit-out" option, especially by the "On-Timers", to avoid mixing and gain auto-inclusion to the next set.
    - v. Excused from bagging and watering to focus on organising the teams.
    - vi. Inform in advance to the Club Secretary of known absences.
  - b. Assistant Convenor.
    - i. Plays both days and will take charge in the absence of lead convenor.
    - ii. Assist the lead convenor with organising and balancing the teams.
    - iii. Inform in advance to the Club Secretary of known absences.
  - c. "Stand-In" Convenor.
    - i. Preferably plays both days and act as the lead convenor in the absence of regular lead & assistant convenors.
    - ii. Inform in advance to the Club Secretary of known absences.

- d. Ensure watering/bagging are shared equally by the playing group.
- e. It might be a challenge for the first 2-3 weeks after the change but then it will become easier.
- f. Organize a BBQ every 3 months and use this as an opportunity to obtain feedback from the players and develop as needed.

## Conclusion

- Initially resisting change is natural but it will be generally accepted once it is "seen as working".
- The cost of doing nothing will hurt the weekend social tennis in the long run.
- These guidelines cannot cover every unique situation and common sense should prevail when the decisions are made.

# Appendix

### 1. Importance of arrival time

- 1) For ease of presentation have shown two Groups; Group-A & Group-B.
- 2) Group A consist of "On-Timers" and "Grace-Timers" and Group B is only "Late-Comers".
- 3) Group A:
  - a. These players are eligible to play all sets.
  - b. They are listed in the whiteboard in <u>no particular order</u>.
  - c. Majority of the players will be in this group.
- 4) Group B:
  - a. These players **will have to wait** for an **"available spot"** before they get a game.
  - b. Only if there are not enough players or a Group A player decide to skip a set, a spot will become available for a Group B player to be included in the team.
  - c. They are listed in the whiteboard in the order of arrival.
  - d. History shows only a very few might fall in this group.
- 5) While organising the teams, the "On-Timers" have a benefit over "Grace-Timers". See section "Organising Teams".
- 6) More no. of "On-Timers" will result in <u>balanced teams for most sets</u> which is the main objective of the social tennis.
- 7) Group B player will know what to expect and hence no disagreement.
- 8) Encourage "Late-Comers" to come early to minimise the waiting time.
- 9) A regular late comer with a valid reason can seek prior approval from the Club Committee/Convenor to be considered into Group A regardless of the time of arrival. Caring for disabled or Long-distance travel might be a valid reason. Late nights or Gym/Yoga are examples of non-valid reasons.

### 2. Organising teams

- 1) This process applies only to "On-Timers" & "Grace-Timers".
- 2) Player(s) who will miss the set will be drawn from a hat. This could happen if,
  - a. more players are present than required to form a team(s); and
  - b. all wanted to play.
- 3) Player(s) are by default included into the next set, if
  - a. Volunteered to skip the previous set to give the spot to others; or
  - b. Missed the previous set due to the draw.
- 4) The difference between "On-Timers" and "Grace-Timers":
  - a. For set 2:
    - i. "On-Timers" who missed set 1 will be included in set 2.
    - ii. "Grace-Timers" who missed set 1 due to late arrival, will go into the draw for set 2.
  - b. Successive Sets:
    - i. "On-Timers" with less no of sets will be included in the next set.
    - ii. "Grace-Timers" will go into the draw for the next set regardless of no. of sets played.
  - c. A player making an effort to arrive before the start time should be rewarded.
- 5) Due to the draw, it is possible that some might <u>play more sets than others</u>. But this is one of the features of social tennis.

#### Flow for Organising the sets

A simple formula to quickly select the playing four/eight/twelve.

Set 1:

- Step 1. Exclude those who volunteer to "sit-out".
- Step 2. If multiple of 4, ignore next steps & proceed to pairing
- Step 3. Draw the players who will miss the set.
- Step 4. Proceed to pairing.

#### Set-2:

- Step 1. Exclude those who volunteer to "sit-out" or "Leave".
- Step 2. If multiple of 4, ignore next steps & proceed to pairing. "Grace Timers" can make up the nos.
- Step 3. Include "On Timers" who missed set 1 (volunteered to "sit-out" or due to the draw).
- Step 4. Rest of "On Timers" & "Grace Timers" go into draw to pick who will miss the set.
- Step 5. Step-5: Proceed to pairing.

Successive Sets:

- Step 1. Exclude those who volunteer to "sit-out" or "Leave".
- Step 2. If multiple of 4, ignore next steps & proceed to pairing. *"Late Comers" can make up the nos.*
- Step 3. Include who missed the previous set (volunteered to "sit-out" or due to the draw).
- Step 4. Include the "On Timers" with less no of sets.
- Step 5. Rest "On-Timers" & "Grace-Timers" go into draw to pick who will miss the set.
- Step 6. Step-6: Proceed to pairing.

#### 3. Balancing teams

- 1) Tennis skills & Motivation of STC weekend social members are not expected to be same.
  - a. Only expectation that is common is to "have a good game".
  - b. It can be achieved by having a team where partners & opponents with comparable Tennis Skills.
  - c. In the absence of a gauge, to form a <u>balanced team</u> consistently there needs to be a reference point.
  - d. The closest reference point is "Competition/Non-Competition" group of players. On last count there 17 competition & 9 Non-Competition players. *See section "Weekend Social Group" in Appendix for the full list.*
  - e. Even within these groups the skill level varies but not as much as between the groups.
  - f. There are exceptions but with this reference there will be a consistent approach to form a team.
  - g. This reference doesn't have to be made public but just used while balancing the teams.
- 2) Avoid teams that have one dominant group.
  - a. 3 competition players & 1 non-competition player or vis-versa.
- 3) Mix the members so that they <u>have equal no of sets with partners & opponents</u> within the group and between the group.
  - a. Set-1: Comp/Non-Comp Vs Comp/Non-Comp
  - b. Set-2: Comp/Comp Vs Comp/Comp

- c. Set-3: Comp/Non-Comp Vs Comp/Non-Comp
- d. Set-4: Comp/Comp Vs Comp/Comp.
- 4) This will give a consistent approach going forward. It can always be reviewed and tweaked.

### 4. Whiteboard Layout and Explanation

Lead Convenor: <insert name=""></insert>								
Cet	Court 1	Court 2	Court 2	Takan	On-Timer		Grace- Timer	Late-Comer
Set	Court-1	Court-2	Court-3	Token	Initials	Total Sets Played	Initials	Initials
1				Α				
2				В				
3				С				
4				D				
5				E				
6				F				
7				G				
8				Н				
				I				
				J				
				к				
				L				
				м				
				Ν				
				0				
				Р				
						No particular o	rder	Order of Arrival Time

- All lines and headings in "bold" are to remain permanent.
- Headings "Set, Court-1, Court-2, Court-3" are self-explanatory.
- "Token" is the player identity. Scrabble alphabets can be used to draw. No draw for Late-Comers so no need for player identity. Any given day 16 players (On-Time + Grace-Timer) are listed.
- Headings "On-Timer, Grace-Timer, Late-Comer" are explained earlier.
- "Initials" represent player's initials. Only the initials are written and not their names. Ease of writing and also less space required on the whiteboard.
- "Total Sets Played" is applicable only to the "On-Timers" and updated after every set. This enables the convenor to quick identify the "On-Timer" with "less no of sets" to include in the next set. No. of sets played by the "Grace-Timer" is of no relevance. Discussed earlier.

### 5. Scenarios and grouping

Shown couple of examples of different scenarios on whiteboard.

#### Scenario 1:

There are 6 players in the clubhouse by the start time. No "Grace-Timers" or "Late-Comers".

#### Set-1:

- Draw.
- Players EE & FF will miss the set.

Set-2:

- Include players EF & FF because they missed the previous set.
- Draw for remaining players.
- Players AA & DD miss the set.

Set-3:

- Include players AA & DD because they missed the previous set.
- Include players EE & FF because of less no. of sets.

Set 4:

- All played equal no. of sets.
- Start again with the draw.

Lead Convenor: <insert name=""></insert>					Date: <insert date=""></insert>				
					On-Timer		On-Timer	Grace- Timer	Late-Comer
Set	Court-1	Court-2	Court-3	Token	Initials	Total Sets Played	Initials	Initials	
1	AA&BB/CCⅅ			Α	AA	2			
2	EE&FF/BB&CC			В	BB	2			
3	AA&EE/DD&FF			С	CC	2			
4				D	DD	2			
5				E	EE	2			
6				F	FF	2			
7				G					
8				н					
				I					
				J					
				к					
				L					
				м					
				N					
				0					
				Р					
				No particula	rorder	Order of Arrival Time			

#### Scenario 2:

There are 7 players in the clubhouse by the start time. 2 "Grace Timers" and 1 "Late comer"

Set-1:

- Draw.
- Players EE, FF & GG will miss the set.
- They can combine with HH and have a late start. This is not an "official set" because it could be "balanced or imbalanced" and also will stop regardless of the score when the other "official" set concludes.

Set-2:

- Include players EE, FF & GG because they missed the previous set.
- Draw for remaining players.

- Player II will miss the set.

#### Set-3:

- Include player II because he missed the previous set.
- Include players EE, FF & GG because they are "On-Timers" and played less no. of games.
- Draw for remaining players.
- Player AA will miss the set.

Set-4:

- Exclude player DD as he chooses to sit-out.
- Include player AA because he missed the previous set.
- Include players EE, FF & GG because they are "On-Timers" and played less no. of games.
- No draw as only four (BB, CC, HH & II) remaining and wanted to play.

- Player JJ is not considered since he is a late comer.

Set-5:

- Time 11:00am. All "On-Timers" decided to leave except player DD.
- Player DD combines with HH, II & JJ to have a set.

Lead	Convenor: <inse< th=""><th colspan="5">Date: <insert date=""></insert></th></inse<>	Date: <insert date=""></insert>						
					On-Timer		Grace- Timer	Late-Comer
Set	Court-1	Court-2	Court-3	Token	Initials	Total Sets Played	Initials	Initials
1	AA&BB/CCⅅ			Α	AA	3		J
2	EE&FF/GG&AA	BB&CC/DD&HH		В	BB	4		
3	II&EE/FF&GG	BBⅅ/CC&HH		С	CC	4		
4	AA&FF/EE&GG	BB&HH/CC&II		D	DD	4		
5	DD&II/HH&JJ			E	EE	3		
6				F	FF	3		
7				G	GG	3		
8				н			НН	
				I			=	
				J				
				К				
				L				
				М				
				Ν				
				0				
				Р				
						No particula	order	Order of Arrival Time

\* - Only because player DD decided to stay back, the late-comer got a set and the "Grace-Timers" had one extra set.

# 6. Weekend social group

		Regular P	layers	Non-Regular Players					
No	Competition	Initials	Non- Competition	Initials	No	Competition	Initials	Non- Competition	Initials
1	Amares	SA	Raja		1	Alan			
2	Sandy		Thanga		2	Rick			
3	Jeff	JW	Basil		3	Tony			
4	George	GM	Dev		4	Chandran			
5	Phillip	PB	Vanthan		5	Andrew			
6	Hari	HH	Sri		6	Justine			
7	Siva		Ganesh		7	Shane			
8	Jack	JK	Bryan						
9	Suprio	SS	Rahu						
10	Stephen								