

# School Sport SA Tennis

## 2022 Sapsasa state carnival

### Rules and match conditions

Updated October 2022 – please note a number of changes have been made.

**Convenor:** Jared King 0438 168 069

Please refer to the Sapsasa state carnival general information package for detailed information about all aspects of a School Sport SA Sapsasa state carnival

### Carnival details

#### Dates and venue

Wednesday 16 to Friday 18 November  
Six venues as listed on the draw

#### Timelines for coaches and managers

Wednesday 5 October	Officials agreement forms due including accommodation request
Wednesday 19 October	Team lists due
Friday 4 October	Pre-carnival reading
Wednesday 16 November	Carnival commences
Friday 18 November	Final day and presentations

#### Balls

Green Dot (75% compression) balls for all divisions. This decision is based on recommendation and expectation from Tennis SA.

#### Teams

Teams consist of 6 boys and 6 girls. Districts may select 7 players but must ensure equal playing time for all

#### Format

- 8 Teams in Division 1
- 6 Teams in Divisions 2 – 6
- Round Robin – matches 9:00am and 12:00pm
- Fast Fours – Division 1 played on Thursday @ 12:00 (see competition instructions below)
- Tie Break 10 – Division 2 – 6 played on Friday @ 9:00 (see competition instructions below)

#### Policies

- Equal playing time: School Sport SA has a policy that all children should get as near as possible to an equal amount of playing time.
- Levies must be paid before the carnival.
- Smoking: The Department no smoking policy applies at all venues with children present.



## Duty of care and responsibilities

- It is the coach/manager's responsibility to manage behaviour and know where the children are at all times. Students should not be left unsupervised.
- Please check daily with each student about how they are coping, especially country students who may be staying away from home with relatives or family friends.
- Uniform: students must be in district uniform at all times whilst at the carnival.
- Coaches/managers need to have contact details for every player. Including top up players.
- Mobile Phones: All managers/coaches are required to keep their mobile phones on 24 hours a day during the carnival.
- Presentations: All teams are expected to attend the presentation ceremony hosted by the venue convenor. Departure arrangements should be made to allow for this.
- Event Feedback: Managers are asked to provide brief feedback comments via the electronic survey accessible after the event.

## Safety

- Emergency Procedures: At the venues, should there be an issue that warrants it, teams will be directed by the venue convenor to gather with their coaches/managers outside the admin area. Further instructions will then be given.
- Any injuries need to be reported via the department's Injury Report Form ED 155 & then entered on IRMS at the appropriate school (non department school student injury forms must be given to the venue convenor and passed on to School Sport SA).

## Venues

- Tidiness: Please encourage students to place litter in bins. Teams are requested to do keep all areas tidy and rubbish free at the end of each day.
- Lost Property: Please encourage naming of all property both personal & team and check lost property area daily. Advise players not to leave valuables in their bags and avoid leaving bags and equipment unattended.
- Alternative Activities: Should the venue become unsuitable for play due to weather, team coaches/managers and district convenors should have a plan B in mind. (movies, shopping, museum etc)

## Equipment, Results and Awards

- Each manager is to collect their package from the venue convenor after 8:00am on the first morning. Packages will include: Certificates, Green Dot balls, scoresheets, draws etc
- Premiership points: three for a win, two for a draw and one for a loss – zero if the game is forfeited.
- Results: Managers need to give the scoresheets to the venue convenor as soon as possible after the match is completed.
- Joint winners will be declared should more than one team finish level on premiership points.
- Gold and silver medals will be presented to the 1<sup>st</sup> and 2<sup>nd</sup> place districts in each division.

## Suppliers

- Merchandise: Sports Centre will have merchandise, event shirts, hoodies etc for sale at each venue.
- Photos: All photos are coordinated through Sports In Focus photographers not the School Sport SA office. Teams should be ready for team photos as arranged. To change any photo arrangements contact Jeremy Smith (0430 094 041)

# Tennis match conditions

## Carnival rules

- Boys and girls each play 6 singles and 3 doubles. All singles and doubles are 6 games, no advantage with sudden death\* at deuce until 5 all. A tie breaker is to be played at 5 all\*.
- Boys are to play boys and girls to play girls unless an exemption has been approved by a School Sport Officer.
- All players are to play a singles and a doubles in each match unless there are 7 boys and / or 7 girls in the team where players must play a minimum of one set (a single or double) in each match. All 7 players should play a mixture of singles and doubles during the week.
- Additional players may be lent to opposition teams to allow full participation. When lending players, different players should be lent to play the doubles and single and in sets in which a borrowed player is used it is to be recorded as a forfeit.
- The winner of a match will be decided on sets won. Should sets be equal then games won.
- Overall joint winners will be declared should teams finish on equal points, percentages will not be used.
- Matches are to begin no later than 9.00 am and conclude at approximately 3.30 pm. There is no set lunch break. Team Managers are encouraged to start the afternoon matches as soon as practical following the conclusion of the morning matches and as courts become available.
- Priority should be doubles to be played before singles. To ensure all courts are utilised singles may be played.
- Hit up times to be a maximum of two minutes per set.
- All matches are to be umpired\* by the participating players.
- Score sheets are to be filled in prior to commencement of each match and handed to the venue convenor at the end of the match. Both boys and girls are to be ranked in order of playing ability 1-6 and may move up or down 1 place per singles match. Singles rankings are used to determine doubles combinations. The first doubles must include number 1 and either 2 or 3. The third doubles must include number 6 and either 4 or 5. Movement of players forming double combinations are also restricted to movement of one place up or down per match. This applies even if new doubles combinations are formed.
- Refer to the draw for each division for the order of play to facilitate the rotation of players so that the same players are not playing last all the time (e.g. number 6).
- While encouragement from spectators is allowed, coaching is only permitted while a match is in progress by the team's coaches/managers. The only people allowed in court area are the on court players, umpires, team's coaches/managers and the convenor.
- Each team will be issued with 4 tennis balls per match (1 can/tin). (28 per team)
- Players are to be advised that any normal tennis shoe is acceptable. Other sports shoes with non-marking soles may be worn.
- It is recommended that managers conduct education sessions about umpiring and the rules of tennis (e.g. second ball\*) prior to the carnival - then positively reinforce this during the carnival week.

# Fast 4 Competition

## Fast 4 doubles tournament format:

- Requires 12 courts and 8 teams per division
- 25 minutes per match
- 2 pools based on week's results. Top 4 teams in pool 1 and bottom 4 in pool 2 of the divisions
- Doubles will be a mixed gender match
- Each pool plays a round robin of 3 matches each
- No. 1 boy and girl from each team play together against the other 3 teams No. 1 boy and girl
- No. 2 boy and girl from each team play together against the other 3 teams No. 2 boy and girl
- Etc.

## Fast 4 draw

	Court 1	Court 2	Court 3	Court 4	Court 5	Court 6	Court 7	Court 8	Court 9	Court 10	Court 11	Court 12
12:00-	1s	1s	1s	1s	2s	2s	2s	2s	3s	3s	3s	3s
12:30	1v4	2v3	5v8	6v7	1v4	2v3	5v8	6v7	1v4	2v3	5v8	6v7
12:30-	4s	4s	4s	4s	5s	5s	5s	5s	6s	6s	6s	6s
1:00	1v4	2v3	5v8	6v7	1v4	2v3	5v8	6v7	1v4	2v3	5v8	6v7
1:00-	1s	1s	1s	1s	2s	2s	2s	2s	3s	3s	3s	3s
1:30	1v3	2v4	5v7	6v8	1v3	2v4	5v7	6v8	1v3	2v4	5v7	6v8
1:30-	4s	4s	4s	4s	5s	5s	5s	5s	6s	6s	6s	6s
2:00	1v3	2v4	5v7	6v8	1v3	2v4	5v7	6v8	1v3	2v4	5v7	6v8
2:00-	1s	1s	1s	1s	2s	2s	2s	2s	3s	3s	3s	3s
2:30	1v2	3v4	5v6	7v8	1v2	3v4	5v6	7v8	1v2	3v4	5v6	7v8
2:30-	4s	4s	4s	4s	5s	5s	5s	5s	6s	6s	6s	6s
3:00	1v2	3v4	5v6	7v8	1v2	3v4	5v6	7v8	1v2	3v4	5v6	7v8

## Fast 4 Rules

FAST4 Tennis provides a simple, exciting way of speeding up a conventional tennis match. The fundamentals of tennis remain the same, but there are four rules that ensure matches are fast, competitive, exciting and can be completed in a reasonable period of time.

1. **First to four games wins.**
2. **Tiebreaker at 3 games all**, played to 5 points. A deciding point will be played at 4 points all.
3. **No ad scoring.** If the score reaches deuce, it's a sudden death point. In mixed doubles the player of the same gender shall receive.

Play lets. If the serve clips the net and lands in the service box, there's no let and the ball is in play. If you are playing doubles either the receiver or the receiver's partner can play the return

At all venues, only players and coaches/managers are allowed in the court areas – spectators are restricted to viewing areas.

*\*refer below for details*

# Tie Break 10 Competition

## Tie Break 10 rules and format

Tie Break 10 Tennis provides a simple, exciting way of speeding up a conventional tennis match. The fundamentals of tennis remain the same, but there are four rules that ensure matches are fast, competitive, exciting and can be completed in a reasonable period of time.

1. **First to 10 points wins (must win by 2 points) e.g. 14-12**
2. **Play lets. If the serve clips the net and lands in the service box, there's no let and the ball is in play.**
3. **Normal tiebreaker rules apply.**

At all venues, only players and coaches/managers are allowed in the court areas – spectators are restricted to viewing areas.

Mixed doubles tournament format:

- Requires 12 courts and 6 teams per division
- 20 minutes per match (including warm up)
- Every team will play each team with the top 2 teams to play a finals round.
- Doubles will be a mixed gender match
- Each team plays a round robin of 5 matches each
- No. 1 boy and girl from each team play together against the other teams' No. 1 boy and girl
- No. 2 boy and girl from each team play together against the other 3 teams No. 2 boy and girl
- Etc.

## Tie Break 10's – Draw

	Court 1	Court 2	Court 3	Court 4	Court 5	Court 6	Court 7	Court 8	Court 9	Court 10	Court 11	Court 12
9:00-9:20	1s 1v3	1s 4v6	2s 1v3	2s 4v6	3s 1v3	3s 4v6	4s 1v3	4s 4v6	5s 1v3	5s 4v6	6s 1v3	6s 4v6
9:20-9:40	1s 2v3	1s 5v6	2s 2v3	2s 5v6	3s 2v3	3s 5v6	4s 2v3	4s 5v6	5s 2v3	5s 5v6	6s 2v3	6s 5v6
9:40-10:00	1s 1v2	1s 4v5	2s 1v2	2s 4v5	3s 1v2	3s 4v5	4s 1v2	4s 4v5	5s 1v2	5s 4v5	6s 1v2	6s 4v5
10:00-10:20	1s 1v4	1s 2v5	2s 1v4	2s 2v5	3s 1v4	3s 2v5	4s 1v4	4s 2v5	5s 1v4	5s 2v5	6s 1v4	6s 2v5
10:20-10:40	1s 3v6	1s 1v5	2s 3v6	2s 1v5	3s 3v6	3s 1v5	4s 3v6	4s 1v5	5s 3v6	5s 1v5	6s 3v6	6s 1v5
10:40-11:00	1s 2v6	1s 3v4	2s 2v6	2s 3v4	3s 2v6	3s 3v4	4s 2v6	4s 3v4	5s 2v6	5s 3v4	6s 2v6	6s 3v4
11:00-11:20	1s 1v6	1s 2v4	2s 1v6	2s 2v4	3s 1v6	3s 2v4	4s 1v6	4s 2v4	5s 1v6	5s 2v4	6s 1v6	6s 2v4
11:30-11:50	1s 1 <sup>st</sup> v 2 <sup>nd</sup>	2s 1 <sup>st</sup> v 2 <sup>nd</sup>	3s 1 <sup>st</sup> v 2 <sup>nd</sup>	4s 1 <sup>st</sup> v 2 <sup>nd</sup>	5s 1 <sup>st</sup> v 2 <sup>nd</sup>	6s 1 <sup>st</sup> v 2 <sup>nd</sup>						

# Rules and ethics of tennis

## Umpiring by players\*

- It is the obligation and prerogative of a player to call balls on his side of the net, to help his opponent make calls when the opponent requests it and to call against himself (with the exception of a first service) any balls that he clearly sees out on his opponent's side of the net.
- In making a call a player should not enlist the aid of a spectator, rather involve the team's coach or manager.
- No player should question an opponent's call but a player should always request his opponent's opinion when the opponent is in a better position to see the ball: and once the opponent has given a positive opinion it must be accepted. If neither player has an opinion the ball is considered good.
- Any call of "out", "net", "let", or "fault" must be made instantaneously otherwise, the ball is presumed good and still in play. Instantaneously means that the call is made before either an opponent has hit the return or the return has gone out of play. Most importantly, a ball is not "out" until it is called "out". It is not appropriate to use hand signals alone, but can be used in conjunction with an audible call. The instantaneous call requirement will almost certainly mean that some "out" balls will be played as good. A player is considered as having taken his chance if he plays the ball and is not entitled to a second chance.
- Any ball that cannot be called "out" is presumed to be good. Telling your opponent to "take two" is usually not as generous as it might sound.
- Once an "out", "fault", "let" or "net" is called, play stops regardless of what happens thereafter.
- All points in a match should be treated with the same importance: there is no justification for considering a match point differently from the first point.
- In Doubles, when returning service the partner of the receiver should assist by calling the service line with the receiver calling the centre and the side service lines.
- The method of settling a score dispute is to go back to the last score on which there is agreement, and then resume play from that point. Score disagreements need to be resolved immediately by the players or with the intervention of a coach/manager(s) and not left until the end of the game.
- The server should call the point score after each point, or at least the players should agree upon the score at the change of ends. It is not acceptable for a player to stall, sulk or complain.
- In general, any conversation between partners while the ball is moving toward their opponent's side is unacceptable. Calls such as "yours", "mine" or "leave it" etc are acceptable.

## Intervention

- In the case of a dispute which requires intervention, a player from each team not involved in the match, should assist with umpiring. One player should stand on each side of the court to assist with line calls upon the request of the players and keep track of the score for the participating players.
- Should players lose the score or become involved in a dispute, they should stop playing straight away and call the team coaches/managers for assistance.
- If both the players and an allocated umpire cannot agree then play the point again (with two serves).
- A team coach/manager should assist with the umpiring of tie breaks (i.e. make sure they play each point on the correct side and change ends when necessary) as many players may have limited experience. However, it is still the responsibility of the players to call the lines.

## Sudden Death\*

Is to be played at deuce in each of the first 10 games (e.g. up to 5 all). There is no advantage and the winner of the next point wins the game. When the score is deuce, the receiver shall decide the side of play for the sudden death point.

## Tie Breaker\*

Format is the first player to win 7 points or if the score becomes 6 all then the first player to lead by 2 points e.g. 8-6. The player who was due to serve in the eleventh games serves the first point only to the left hand side. At the conclusion of the first point the opponent then serves the next two points. The first of these points must be served to the right hand side of the court. The person beginning the tie breaker serves one point thereafter each player will serve two points. Ends are to be changed after 6, 12 and 18 points.

## Foot faults

Should be monitored by the team manager. A player who is consistently foot faulting should be spoken to at an appropriate time e.g. end of game; change of ends. If there is no change, an official warning should be issued, preferably by the carnival/venue convenor, who should be the official person to determine whether a child is foot faulting or not. Persistent foot faulting can result in point or game penalties, or default but this is not considered in the best interests of the game.

## Second ball when serving:

The server is not permitted to throw the second ball away should the first serve be good. The server should also be discouraged from placing the second ball on the ground, particularly near their feet when serving. This is in the best interests of player safety and is distracting to an opponent. The second ball should be placed in a pocket, tucked in knickers or in a ball holder attached to their shorts or skirt. It is permissible for a partner to hold the second ball in doubles.

## Balls coming on court:

When a ball from an adjoining court comes onto a court during the playing of a point, it is reasonable to stop play and play a let with two serves, should the interference be considered excessive or player safety is put at risk.