

School Sport SA Tennis

Statewide schools rules of the competition division 1

For years 6 to 12

Updated February 2022

Team composition

A team may consist of up to **six (6)** players. A ranking order must be established by teams at the beginning of a day's play. The fifth and sixth players can play in doubles or singles.

Singles: Players shall be ranked in order of ability. 1 v 1, 2 v 2, 3 v 3, 4 v 4.

Doubles: The first double must include the highest ranked player.

Matches

A match consists of 4 singles and 2 doubles rubbers.

Standard match guidelines:

- Each Singles / Doubles Rubber to be a best of 3 set match with a super tie breaker (first to 10 with a two point advantage) for the third set to decide the match
- Seven (7) point tie breaker system to be used in the first 2 sets if games get to 6 all (i.e. first to 7 points with a 2 point advantage)
- Should a draw occur in the match (equal rubber, sets and game) the match will be decided on a super tiebreak double with the first ranked and 4, 5 or 6th ranked players from each team playing.

Finals

For the grand final only if both sets and games are equal, then joint winners will be declared.

Balls

Hosting team to supply balls as travelling teams are incurring transport costs. If playing at a neutral venue, all teams supply balls and contribute an equal number per tie.

Courts

A venue with a minimum of two (2) courts is needed for every 2 teams playing (i.e. if 4 teams playing at least 4 courts are needed).



Umpiring matches

Players are to umpire their own matches using the following instructions:

- Players are to call shots out only on the lines for which they are responsible.
 - If a serve is out – ‘fault’ should be called clearly
 - If a shot is out – ‘out’ should be called clearly
- If a shot is in, nothing should be called
- A score disagreement should be resolved before the next point is played
- Players may wish to call for a teacher/coach/manager to the court to assist resolve any disagreements. This support staff member may remain at the court to help ensure continued fair play
- If a score is lost and agreement cannot be reached, the game is to be resumed from the last score with which everyone agrees
- Remember to call each point and score loudly so that score disagreement will hopefully be alleviated.

Playing time issues

As it is necessary to come to a result on the day, playing with no time constraint on each match could result in the length of the day’s play being excessive. If there are time constraints or weather concerns consider placing a time limit on matches i.e. the player leading when 30 minutes elapses is the winner. Another option is to play ‘no advantage’ games i.e. when deuce is reached; the winner of the next point wins the game. Prior to playing for this point and ultimately closing out the game, the receiving player or the receiving team in doubles chooses to receive serve in the right service court (deuce court) or the left service court (advantage court).

With all of the above options, local constraints such as available playing time, travel time, number of courts available etc., must be taken into account and the format then decided mutually between the competing teams. These decisions must be made prior to the day’s play so that all participants are aware of and have agreed to the format.