

School Sport SA Tennis

Statewide schools rules of the competition

Updated August 2023

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, but the ranking order must be maintained for the entire day.

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 6 game set with a tie breaker to occur at 5-all.
- Seven (7) point tie breaker system to be used (i.e. first to 7 points with a 2 point advantage).
- Should a draw occur, the match will be decided on games.
- If still drawn, any 3 team members are to play a singles tie breaker against their immediate opponents.

Minor round format options

The intent of having more than two teams grouped to play on the day is to give greater value for the time, effort and cost involved in coming together to play sport.

Three team match ups

Round	Time	Teams
Round 1	10:00am	1 v 2
Round 2	11:30am	2 v 3
Round 3	1:00pm	1 v 3

Home team to be team no. 1 and the team with the most distance to travel given the choice.

Four team match ups

On occasions, 4 teams will be grouped together. Teams must mutually decide upon an agreed format during the planning process.

Possible formats:

Option A – Round robin

Round	Time	Match 1	Match 2
Round 1	10:00am	1 v 2	3 v 4
Round 2	11:20am	3 v 1	2 v 4
Round 3	12:40pm	1 v 4	2 v 3

Option B – Semi-final format

Round	Time	Match 1	Match 2
Semis	10:30am	1 v 4	2 v 3
Grand and Consolations	12:00pm	Winner 1 v Winner 2	Non-winner 1 v Non-winner 2

Courts

Venues used would ideally have 3 courts for every match taking place simultaneously (i.e. 4 teams playing 2 matches would use 6 courts). A minimum of 2 courts for every 2 teams playing (i.e. if 4 teams playing at least 4 courts are needed). Giving thought to which matches start with singles and which with doubles will allow the most efficient use of time.



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.

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 by the umpires
- 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. Such measures could be reducing sets to first-to-4-games or implementing sudden-death deuce. These decisions must be made prior to play commencing so that all participants are aware of and have agreed to the format.

Finals

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