School Sport SA rules of the knockout competition

Tennis

Updated February 2019

Team composition

For years 6 and 7

A team may consist of up to six (6) players. The fifth and/or sixth player 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 No 1 player, or if that player is standing out then the No. 2 player.

For years 8 to 12

A team may consist of up to five (5) players. The fifth player 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 No 1 player, or if that player is standing out then the No. 2 player.

Matches

For years 6 to 12

A match consists of 4 singles and 2 doubles rubbers. Double matches to be played before single matches.
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, all team members to play a tie breaker against their immediate opponents.

Minor round format options

For years 6 to 12

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 knockout sport.

Two teams
Play as per the rules above

Three teams
- Option #A each team plays both of the other two teams on the day as per the rules above.
- Option #B two teams play off and then the winning team plays the third team.

Four teams
- Option #A each team plays all of the other three teams on the day as per the rules above. (3 rounds need to be played on the day).
- Option #B each team plays all of the other three teams on the day as per the rules above but
reduce games to 4 games (3 rounds need to be played on the day).

- Option #C teams are seeded for the day’s play. In round one, teams ranked #1 and #4 play off and teams ranked #2 and #3 play off. In round two, the round one winners play off and the round one losers play off. (2 rounds need to be played on the day).

At the end of the round robin placing’s are determined by premiership points (3 points for a win, 1 for a loss) then sets followed by games:

If there is a two way tie the winner of the match between the 2 schools is the higher placed.

If there is a three way tie of teams on two wins each, positions will be determined by the team which has won the most sets (then games) in matches between these three teams.

Finals

For years 6 and 7

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

Ball

For years 6 to 12

Each team is to supply its own balls.

Courts

For years 6 to 12

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

Umpiring matches

For year 6 and 7

Players are to umpire their own matches using the following instructions

- Doubles are to be umpired by participating players – score to be called after each point by players
- Singles are to be umpired by one player from each team. Umpiring responsibilities are as follows
  - No 1 and 3 to umpire each other’s set
  - No 2 and 4 to umpire each other’s set
- One umpire is to stand in line with the service line (not the net post) on each side of the court as indicated below
- Each umpire is responsible for calling on the service line on which they are standing, the side line on their side of the court and the baseline at their end of the court. Calls should be clear and distinct so that the players and other umpire can hear it.
  - Umpires 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
- If a score is lost and agreement cannot be reached, the game is to be resumed from the last score with which everyone agrees.
At the commencement of each set, one umpire is to take responsibility for calling the point score while the other calls the game score. This responsibility is not to be changed part way through a set.

Remember to call each point and score loudly so that score disagreement will hopefully be alleviated.

**Playing time issues**

**For years 6 to 12**

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 to be taken into account and the format then decided. These decisions must be made prior to the day’s play so that all participants are aware of and have agreed to the format.