

Wally Masur Cup Year 5 & 6 Competition Guidelines

Tennis ACT in conjunction with School Sport ACT are pleased to offer a pathway for year 5 & 6 students to participate in tennis during primary school. The Wally Masur Cup is a progression from the Todd Woodbridge Cup designed for years 3 & 4. This new primary school competition uses modified equipment, numeric scoring, and mixed gendered teams.

The exciting introduction of the Wally Masur Cup is not just about selecting the best students, but encouraging participation, providing a positive experience playing tennis, growing friendships, and giving students the opportunity to represent their school in a team environment.

Equipment Specifics:

- 23 or 25-inch ANZ Tennis Hot Shot racquets for participating players
- Low compression (25%) red tennis balls
- 6m ANZ Tennis Hot Shots nets are required; alternatively, barrier tape may also be used
- Drop down lines as required

Teams:

- Years 5 & 6 students
- Mixed gendered teams (2 boys, 2 girls)
- 4 players per team with up to 2 substitutes (teams can only substitute players between rounds)
- Schools can enter multiple teams (up to 4 teams)
- All players to wear school sport uniforms

Court Setup:

- Red ball tennis court
- 6m in width and 11m in length; barrier tape may also be used
- Drop down lines to mark the court area; allow a 1m gap between courts (if possible)

Order of play:

- Round robin draw
- Each player is ranked 1-4
- Singles; 1 v 1, 2 v 2, 3 v 3, 4 v 4
- Doubles; 1 + 2 v 1 + 2, 3 + 4 v 3 + 4
- Matches are timed (10 mins) and all begin and end at the same time
- Matches are scored numerically e.g. 1-0, 1-1, 2-1, 3-1 etc.
- Players are ranked in order of ability and can only move down one sport when substitutes are used during the competition

- Players umpire themselves and play one singles and one doubles match per round
- The Court Supervisor (Team Manager) records the scores from each set e.g. 20-15 on the Scorecard and circling the winner of each set for that round.
- Teams score 1 point for each set win that are tallied up throughout the round robin. If teams are tied on the sets then the team which won more sets in their round robin match finishes higher. If it is still a tie, then the team that won the most individual points in each set from that round finishes higher.
- Top teams from each pool play off in Finals matches to determine the overall winning team. Remaining teams also play off to determine overall finishing positions. If teams are tied on sets at the end of a play-off match, the team who won the most points will win the match. If teams are tied on sets and points, both teams will choose two players to play a doubles tiebreak (first to 7 points) to decide the match.

Rules of Competition:

- To begin, players do paper, scissors, rock, and the winner chooses to serve or receive
- First and second serves to be a drop bounce hit over the net, across the court into the service box, with the receiver allowing the ball to bounce once before returning. If the ball lands outside the receivers service box or it goes into the net it is a 'fault' and the player serves again. If the player serves a fault on the second serve it is the opponents point
- If the ball touches the net on the way over and lands in the receivers service box it is called a 'let' and the player serves again
- If the ball bounces twice or the player hits the ball out or into the net it is the opponents point
- Players cannot reach over the net or touch the net during a rally otherwise it is the opponents point
- Unsportsmanlike behaviour such as deliberately wasting time, dangerous play or abusive language needs to be reported to the Court Supervisor who will then penalise the player by forfeiting the set
- When the siren sounds to end the match, players finish the rally then shake hands and sit down on their court
- If a set is tied at the end of the allocated time players then play next point wins to decide who wins the set