



ANZ TENNIS HOT SHOTS MATCH PLAY DELIVERY GUIDE



What is ANZ Tennis Hot Shots Match Play?

ANZ Tennis Hot Shots Match Play is a program designed to give kids who are already playing tennis, the opportunity to transition from learning the game to playing matches in a fun team environment. It is intended to give participants a great experience which will enable them to fall in love with the sport, and retain them as lifelong participants.

What will kids learn from participating in ANZ Tennis Hot Shots Match Play?

ANZ Tennis Hot Shots Match Play will help participants learn the following:

- Understand how to play tennis matches, including scoring and positioning on the court
- Develop social skills which will be beneficial outside of sport
- Understand the values of sportsmanship and what it means to be part of a team working together

Expectations

Every venue that delivers ANZ Tennis Hot Shots Match Play is expected to implement the following principles:

- Support of Red, Orange and Green pathway, encouraging children to participate in the appropriate ANZ Tennis Hot Shots Match Play program for their age
- Use the appropriate equipment. For example modified racquets, appropriate court size and tennis balls
- Create a fun, positive learning environment that promotes sportsmanship, socialising and teamwork through tennis

There are three ANZ Tennis Hot Shots Match Play stages

Red Ball Match Play

Aimed at participants who are **beginning to play the sport and have developed an understanding of tennis** through ANZ Tennis Hot Shots Coaching, Community Play or at their local school.

Orange Ball Match Play

Aimed at participants who are either **beginning or relatively new to the sport and have developed an understanding of tennis** through ANZ Tennis Hot Shots Coaching, Community Play, at their local school, or have progressed from an ANZ Tennis Hot Shots Red Ball Match Play stage.

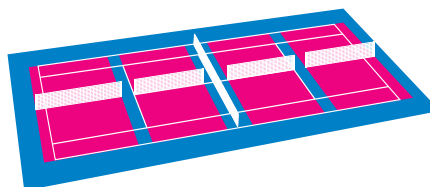
Green Ball Match Play

Aimed at participants who have some **experience in playing the sport and have developed an understanding of tennis** through participating regularly in ANZ Tennis Hot Shots Coaching, Community Play, at their local school or have progressed from an ANZ Tennis Hot Shots Orange Ball Match Play program.

What courts and balls do they use?

Red Ball Match Play

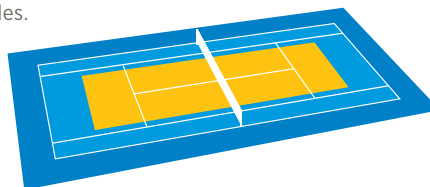
Court Size	Net Height	Ball
11m x 5.5m wide for singles and doubles.	67-80cm	The Red ball is to be used (which is 25% compression of a full compression Yellow ball)



The reduced court size, lowered net and use of the Red ball is fundamental to offer every participant the opportunity to play an all court game and enjoy the sport regardless of their age and ability.

Orange Ball Match Play

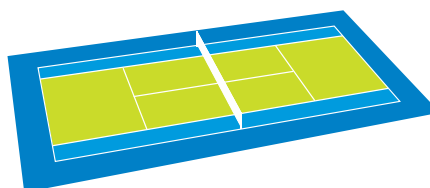
Court Size	Net Height	Ball
18.29m long x 6.4m wide for singles.	Lowered to 80cm	The Orange ball is to be used (which is 50% compression of a full compression Yellow ball)
18.29m long x 8.22m wide for doubles.		



The reduced court size, lowered net and use of the Orange ball is fundamental to offer every participant the opportunity to play an all court game and enjoy the sport regardless of their age and ability.

Green Ball Match Play

Court Size	Net Height	Ball
Traditional full size court	Standard net height	The Green ball is to be used (which is 75% compression of a full compression Yellow ball)



The Green ball is fundamental to offer every participant the opportunity to play an all court game and enjoy the sport regardless of their age and ability.

How long do the kids play for?

All matches in ANZ Tennis Hot Shots Match Play have a recommended time limit. This may differ at each venue depending on the time available, but the aim is to keep matches short and kids engaged in playing the sport.

Red Ball Match Play

- Recommended time limit: 10 mins per match using numeric scoring (1, 2, 3, 4 etc)
- As a result of the timed matches, a day's play will last for approximately 30-60 minutes

Orange Ball Match Play

- Recommended time limit: 20 mins per match OR first pair / player to get to four games
- As a result of the timed matches, a day's play will last for approximately 60-75 minutes

Green Ball Match Play

- Recommended time limit: Max. 30 mins per match OR first pair / player to get to four games
- As a result of the timed matches, a day's play will last for approximately 60-90 minutes

Possible Scores:

Due to the time limit, some matches may stop before the players reach four. For example the score could be 4/2 or 4/1 in a completed match or 2/2 or 3/0 in a non-completed match. Your coach or club will inform you about all information relating to time and scoring formats.

Who supervises the kids when they are playing?

A **Match Play Coordinator** is responsible for the overall running of the program. This may be a club coach, assistant coach, parent or member of the tennis club. Their role is to organise the administration of the competition such as putting teams together, entering results, court allocations and the overall supervision of the competition.

What is the role of a Parent / Volunteer in ANZ Tennis Hot Shots Match Play?

All parents are encouraged to get involved and help out with their local ANZ Tennis Hot Shots Match Play program. Parents and volunteers play a key role in creating an environment that is fun, safe and family friendly. Parents can get involved and contribute in many ways, including the following examples:

Team / Player Coordinator

The role of the Team Coordinator is to support the Match Play Coordinator and participants by:

- Helping set-up and pack-up equipment
- Allocating on court supervisors and helpers for each match
- Ensure scores have been recorded for all matches

Court Supervisor

The role of the Court Supervisor is to support the Match Play Coordinator and participants by:

- Standing on-court and assisting with scoring, player rotations and court positions
- Making sure the court environment is safe, such as getting players to move balls off court and ensuring players do not run on to the other court to collect balls during play
- Reinforcing the "Be a good sport" messages
- Help set up equipment and courts if required
- Please note that Court Supervisors are there to assist the players and at no time should they physically walk onto the playing area to address a player unless they are injured or for another emergency

There may be a number of other roles that require assistance to ensure the program runs smoothly, so make sure you chat to your coach or club.





How do they score and how can I help?

ANZ Tennis Hot Shots Match Play can be played using a number of different formats, using traditional tennis scoring which is slightly modified

1 point= 15

2 points= 30

3 points= 40

4 points= Game

No Add Deuce:

- When the score gets to Deuce (40-40) the winner of the next point, wins the game
- The receiver gets the choice which side they would like to return serve from
- At the end of every odd numbered game eg. 1-0, 2-1 the players must change ends

Court Supervisors should ensure that the players call the score out at the start of each point, starting with the server's score first. If participants are having trouble remembering the score, the court supervisor can then hint the score to the players. In Red ball, it is encouraged to use four cones off to the side of the court to help participants score. Developmentally, participants are learning a lot about the game at this age (rules, where to stand etc), so using equipment to help score can help them as they begin their tennis journey. For example, there would be four cones off to the side near the net. When they score a point, they can place a ball on top or turn it over, and call out the score.

Line Calling

Players are encouraged to make their own line calls. Court Supervisors should be encouraging this and ensuring kid's calls are loud and correct. If the player is unsure whether the ball landed in or out, then the court supervisor can help with explaining where the ball bounced and if it was in or out.

What are some important tennis rules which I need to know?

Tennis has a number of specific rules, with some of the lesser known rules listed below:

- If a player hits a return of serve on the full without the ball bouncing, the server gets the point
- During doubles matches, once a player chooses a side to return on, they can't change for the remainder of the set. For example if Player A chooses to return on the Deuce side (right hand side) then they can't move to the Advantage side (left hand side) for the next return game
- At the end of every odd numbered total game (1, 3, 5 etc.), the players change ends. This means the score could be 1/0, 2/1, 3/0, 3/2

Remember that ANZ Tennis Hot Shots Match Play is in many cases a child's first competitive tennis experience; take the opportunity to teach them the game of tennis and educate them through practical examples that they can relate to.

Serving

Serving in tennis is one of the harder skills to learn. If a participant isn't the strongest serve, they can still play. There are a number of different modifications, which makes serving easier for all players.

Red Ball Match Play

- First and second serves can be either an overarm serve or a bounce underarm feed/hit
- If the player is having trouble with the serve, the second serve could be an overarm throw to increase their success rate

Orange Ball Match Play

- First serve to be an overarm serve from the modified baseline
- Second serve can be either an overarm serve or a bounce underarm feed or hit from the modified baseline

Green Ball Match Play

- Both serves to be overarm and hit from the baseline

Where do players position themselves in singles and doubles?

Part of the role of the court supervisor is to assist the players in their positioning on the court. The server must be standing behind the baseline, without their foot touching any part of it when they serve and the returner needs to be correctly positioned to return the serve.

During a doubles game the players need to be positioned in the correct positions before the point starts.

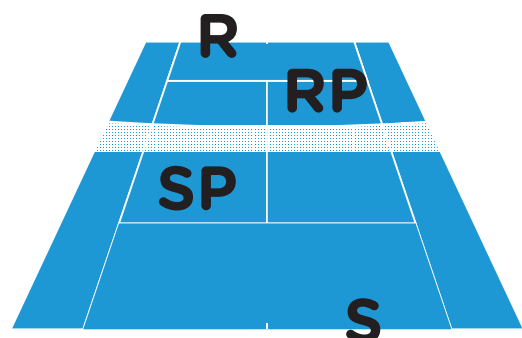
S= Server

SP= Server's Partner

R= Returner

RP= Returner's Partner

The diagram below demonstrates a player set up serving to the forehand side in a doubles match.





Recommendations

It is recommended that every venue integrates the following into the implementation of their ANZ Tennis Hot Shots Match Play program:

- Team and social focus
- Clean, welcoming, fun environment that is vibrant and energetic. For example, providing a BBQ and having music playing in the background
- Team uniforms/colours
- Recording results in League Manager. This will assist in giving participants benefits for engaging in tennis, as they will be able to view their results and fixtures online. I-Frames can also be added to a club or coaches website to help drive traffic

“Be a good sport” messages

The aim of ANZ Tennis Hot Shots Match Play is to build social skills such as working cooperatively with a partner, encouraging teammates and showing sportsmanship during game play. The “Be a good sport” messages reflect this objective.

To get the good sport message through to the kids effectively, Match Play Coordinators, parents and volunteers should work together and introduce some of the following key areas of focus:

- Call the lines fairly
- Call the score clearly
- Give your best effort
- Shaking hands with your opponent at the end of each match
- Be a good teammate
- Respect your opponent



Contacts

To find out more or to organise an ANZ Tennis Hot Shots Match Play Program
at your club contact your local Participation Leader, phone
1800 PLAY TENNIS (1800 752 983) or email play@tennis.com.au

