

TENNIS FOR PRIMARY SCHOOLS

Intra-school competitions



WELCOME



Intra-school competitions can be the first opportunity for school students to start developing their love of playing the game. Whether it be before or after school, at lunch or during school time. Intra-school competition provides the support for children to have fun with their school friends while being introduced to competition of a different kind.

The program first and foremost focuses on participation and providing opportunities for students to be involved in structured play. And, if your school is interested, provides the opportunity for your school to start their journey in representative team based competition. But we appreciate that all schools are different, therefore use the program as you see fit for your environment.

With a focus on scaled equipment, including smaller courts, racquets and low-compression tennis balls, different scoring systems and technology, the program ensures children are introduced to tennis in an environment that is suited to their ability and makes learning tennis fun and easy.

There are three main objectives of the intra-school competitions which are:

- Provide a fun & positive experience
- Create a sense of belonging by being part of a team
- Make it simple and easy for students to play

If we can provide these three elements to students then we believe that they will feel connected to the sport and continue their participation.

We are excited to have your school involved with Tennis. We appreciate your support and look forward to working with you to provide your students with the opportunity to experience what this great sport has to offer.



**GETTING
STARTED**



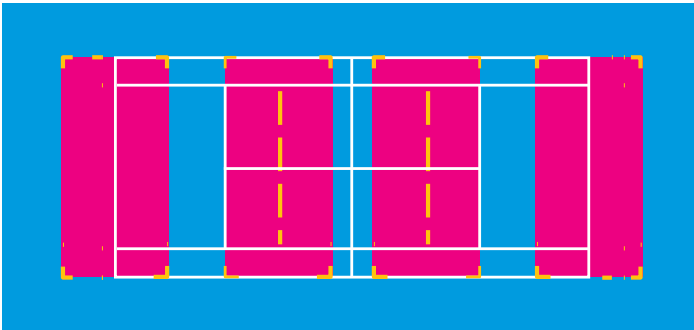
Equipment

You will require the following equipment:

- 21, 23 or 25 inch Tennis racquets
- Low compression (25%) red tennis balls
- 3m or 5.5m ANZ Tennis Hot Shots nets (or equivalent); alternatively barrier tape can be used
- Drop down lines or chalk as required.

Court set up

The recommended court size is 5.5m x 11m (width x length), depending upon the area available.



Recording of scores

Resources are available to make recording match scores simple and easy. INTennisCITY the online schools platform can digitally record match scores. You can also access team score card templates on Bounce, Tennis Australia's online resource centre. Find out more about INTennisCITY and Bounce . under resources.



When to play?

1. In your PE time
2. In your sport time, encourage classroom teachers to become involved
3. At lunchtime - have your sports captains responsible for running an event. Create a trophy that can become a perpetual trophy.
Use a SEPEP model where you allocate jobs eg scorer, time keeper, fixture creator, results recorder
Have student vs teacher competitions
4. After school – invite parents to come along and join in. Have your local club/coach involved to create a transition pathway for student who have enjoyed playing tennis.





Knock Out/Elimination

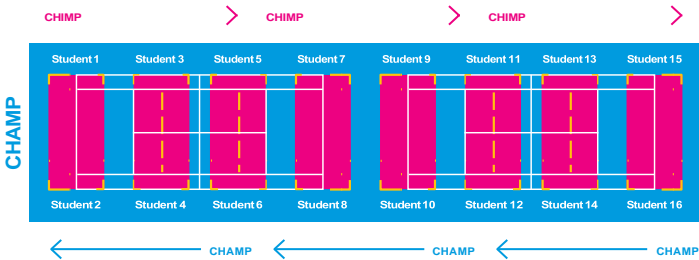
A student/team is eliminated from the competition after a loss.

Once eliminated you might have a round robin competition they go into so they can continue to improve their skills.

Champs and Chimps

Champ (winning) student moves up one court, chimp (defeated) student moves down. Red courts should be set up as per the diagram; depending on the number/type of courts available (tennis, basketball, netball etc.).

If not enough nets are available, barrier tape can be used to create additional courts.



Variations on formats:

1. The student that finishes at the top of the ladder starts at the bottom of the ladder next time you play.
2. Students score 1 point (house points) for each match won and the student with the most points during lunch is the overall CHAMP regardless of where they finish on the ladder.
3. Play as a doubles competition if there are lots of students wanting to play or limited space.
4. Choose particular days for different year levels/classes/houses etc if there is limited space.
5. Use the INTennisCITY app on school iPads for students to challenge each other to matches.



Game Rules

Instructions:

1. In pairs, students go to the nominated court standing opposite the net from their opponent.
2. To start a match students perform paper/scissors/rock and the winner chooses to serve or receive. Hold the ball above your head to show you are ready.
3. Wait for the siren to sound to begin play
4. First and second serves to be a drop and hit serve over the net with the receiver allowing the ball to bounce once before returning.
5. Student serves for 2 points each then change ends every 10 points
6. Matches are to be scored numerically 1-0, 1-1, 1-2, 2-2 etc (pegs may be used and moved up the net to assist with scoring).
7. The point continues until the ball bounces twice before being hit, the ball lands outside the court or a ball is hit into the net. Encourage students to call the ball (in or out) and the score after every point.
8. Matches are timed (usually 5-8 mins). When the siren sounds to end the match, students finish the rally then shake hands, confirm scores and sit down on their court. If the match is tied, play next point wins!

GETTING STARTED





FAST4

4 Game sets

First to 4 games wins the set.

Play lets

If the ball hits the net cord on a serve and bounces in the correct service box, play will continue. In doubles, either of the receiving pair can play the let. For example, the receiver's partner can move across and return the serve.

No advantage scoring

At deuce its 'next point wins' the game. Receiver chooses which side the point is played to.

Tiebreaker at 3 games all

FAST4 Tiebreaker:

- a) First to 5 points
- b) 2 points serving each (starting deuce/forehand side)
- c) Change ends once only after 4 points
- d) If tiebreaker reaches 4-4 it's 'next point wins' the set, with the student who is currently serving, receiving another serve. However the receiver(s) choose which side the point is played to.

Example:

- Student A – 2 points serving
- Student B – 2 points serving
- Change ends
- Student A (or Student C in doubles) – 2 points serving
- Student B (or Student D in doubles) – 2 points serving
- If tiebreaker reaches 4-4 student who is currently serving, receives another serve. Receiver(s) choose which side the point is played to.

GETTING STARTED



**ANZ TENNIS
HOT SHOTS
PRIMARY
SCHOOL
COMPETITION
PATHWAY**



Tennis Australia, in conjunction with School Sport Victoria are pleased to offer a pathway for students to participate in tennis during primary school.

The ANZ Tennis Hot Shots School Competition, has been specifically developed for primary school aged children of all abilities. It is not about selecting the best students, but encouraging participation, providing a positive experience, growing friendships and giving students the opportunity to represent their school in a team environment.

This primary school competition uses scaled equipment, numeric scoring and mixed gendered teams. The competition progresses from District to Regional Finals and culminates in a State Championship in each state.

Watch a short video here to find out more

<https://www.ssv.vic.edu.au/sport/tennis>





ANZ Tennis Hot Shots Primary School Competition Pathway

INTRA SCHOOL COMPETITION

Delivered by the classroom/PE teacher or local coach

Allows students to learn the rules and practice. Can help with picking your interschool team



DISTRICT/DIVISION

(gala day or weekly inter school competition)

Delivered by District Sport Coordinator

Winning school team to progress to Division/Region Final



REGION

Winning school to represent the Region at the State Final



STATE

All winning schools from the Regional events play off in the State Final

If you are coordinating an ANZTHS Competition, register your competition to receive a host of benefits including assistance with organising your event and discounts on equipment.

www.tennis.com.au/schools/competition/anz-tennis-hot-shots-school-competition

**ANZ TENNIS
HOT SHOTS
PRIMARY
SCHOOL
COMPETITION
RULES**

ANZ TENNIS HOT SHOTS PRIMARY SCHOOL COMPETITION

GRADE 5 & 6 Competition Guidelines (Singles/doubles)

Tennis Victoria, in conjunction with School Sport Victoria, is pleased to offer a pathway for students to participate in tennis during primary school. This new primary school competition uses modified equipment, numeric scoring and mixed gendered teams. The competition progresses from District and Division Gala Days to Region Finals and finally culminates in a State Championship.

The exciting introduction of the ANZ Tennis Hot Shots (ANZTHS) Competition, specifically for students in grades 5 & 6, 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. For the majority of students, this may be their first experience representing their school.

Equipment Specifics:

- 21, 23 or 25 inch ANZ Tennis Hot Shots racquets for participating players
- Low compression (25%) red tennis balls
- 3m or 5.5m ANZ Tennis Hot Shots nets as required; alternatively barrier tape may also be used
- Drop down lines as required

Teams:

- Grade 5 & 6 students
- Separate boys (and/or mixed) and a girls section
- 8 players per team with up to 2 substitutes (teams can only substitute players between rounds)
- Schools can enter multiple teams (one teacher required for every 3 teams)
- Small Schools with a combined enrolment of no more than 300 may enter a combined team

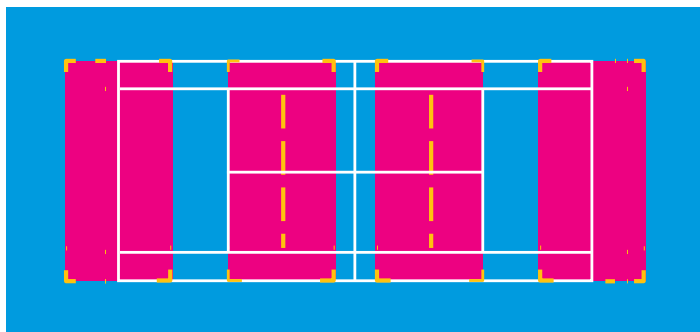
- All players to wear school sports uniforms

Court Setup:

- Red Ball tennis court
- 5.5m in width by 11m in length, if 5.5m nets are unavailable join 2 x 3m nets together, alternatively barrier tape may also be used if you have limited nets

*The use of 3m singles courts may only be used at DISTRICT level.

- Courts should be set up the following ways depending on the type and number of courts available (tennis, basketball, netball etc.) and the number of teams competing (see diagram)
- Use drop down lines to mark court area and allow a 1m gap between red courts (if possible)



Option 1.

Order of Play:

- Option 1: Singles players ranked 1–4 play first, then players 5–8. Once completed, all play a doubles match (in order of ranking) at the same time (30 min)
- Option 2: Reduce singles matches to 5min. Singles players ranked 1&2 play first (players 3&4 assist with scoring), then players 3&4 play (players 1&2 assist with scoring). Singles players 5&6 then play followed by players 7&8. Players 1-4 play doubles followed by players 5-8 to finish the round (45min)

Format of Competition:

1. A Round Robin Draw with teams divided into even pools is the preferred format.
2. Matches are timed (usually 8mins) and all begin and end at the same time.
3. Matches are scored numerically e.g. 1-0, 1-1, 2-1, 3-1, 4-1 etc.
4. Players are ranked in order of ability (Player 1-8) and can only move down one spot when substitutes are used during the competition.
5. Players umpire themselves and play one singles & one doubles match per round.
6. The Court Supervisor (Team Manager) records the scores from each set e.g. 24-15 on the Score Card circling the winner of each set for that round.
7. 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.
8. 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 tiebreaker (first to 7 points) to decide the match.

Rules of Competition:

1. To begin, players do paper, scissors, rock and the winner chooses to serve or receive.
2. 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.
3. 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.
4. If the ball bounces twice or the player hits the ball out or into the net it is the opponents point.
5. Players cannot reach over the net or touch the net during a rally otherwise it is the opponents point.
6. 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.
7. When the siren sounds to end the match, players finish the rally then shake hands and sit down on their court.
8. If a set is tied at the end of the allocated time players then play next point wins to decide who wins the set.

ANZ TENNIS HOT SHOTS PRIMARY SCHOOL COMPETITION

GRADE 3 & 4 Doubles Competition Guidelines

Currently there isn't a pathway for grade 3/4 competitions, however some districts are starting to introduce a gala day into their district.

These rules can also be used for intra-school double competitions

Teams

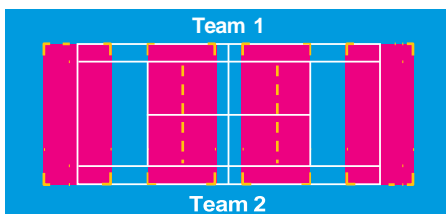
Grade 3 & 4 students

- Teams can be all boys, all girls or mixed gender
- 8 students per team with up to two substitutes (teams can only substitute students between rounds)
- Schools can enter multiple teams
- All students to wear school sports uniform.

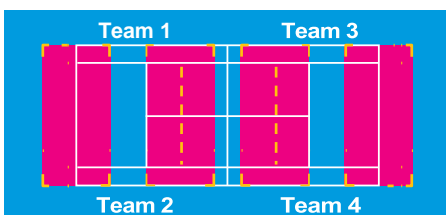
Court set-up

- Red court area
- 5.5m in width by 11m in length, if 5.5m nets are unavailable join 2 x 3m nets together. Alternatively barrier tape may also be used
- Courts to be set up the following ways depending on the number of courts (tennis, basketball, netball etc.) available and the number of teams competing (see diagram below)
- Use drop down lines/chalk to mark the court area

Option 1.



Option 2.



Order of play

- **Option 1:** Doubles 1-4 matches first and then the reverse doubles matches (20min)
- **Option 2:** Doubles 1 & 2 matches first (Pairs 3 & 4 assist with scoring), followed by doubles 3 & 4 matches (Pairs 1 & 2 assist with scoring). Reverse doubles matches 1 & 2 then 3 & 4 to finish the round (40min).

Format of competition

1. A **Round Robin Draw** with teams divided into even pools is the preferred format.
2. Matches are timed (**usually 8mins**) and all begin and end at the same time.
3. Matches are scored numerically e.g. 1-0, 1-1, 2-1, 3-1, 4-1 etc.
4. Students are ranked in **order of ability** (Pair 1, Pair 2, Pair 3, Pair 4) and can only move down one ranking spot when substitutes are used during the competition.
5. Students umpire themselves and play **one doubles & one reverse doubles** match per round.
6. The **Court Supervisor (Team Manager)** records the scores from each set e.g. 24-15 on the **Score Card** circling the winner of each set for that round.
7. Teams score 1 point for each set won during that match and are tallied up throughout the round robin. If teams are tied on the number of sets at the completion of the round robin then the team which won more sets in their direct match against the other team 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.
8. 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 students to play a **doubles tiebreaker** (first to 7 points) to decide the match.

Rules of competition

1. To commence a match, students perform **paper, scissors, rock** and the winner chooses to serve or receive.
2. First and second serves to be a **drop and hit serve** over the net, 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 if it goes into the net it is a 'fault' and the student serves again. If the student serves a fault on the second serve it is the opponents point and this is called a double fault.
3. If the ball touches the net on the way over and lands in the receivers service box it is called a 'let' and the student serves again.
4. If the ball bounces twice or the student hits the ball out or into the net it is the opponents point.
5. Students cannot reach over the net or touch the net during a rally otherwise it is the opponents point.
6. **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 student by **forfeiting the set**.
7. When the siren sounds to end the match, students **finish the rally** then **shake hands** and sit down on their court.
8. If a set is tied at the end of the allocated time students play **next point wins** to decide who wins the set.

ANZ TENNIS HOT SHOTS PRIMARY SCHOOL COMPETITION
GUIDELINES

ANZTHS Primary School Competition Score Card (Example)

	ROUND:	1	COURT:	1-4
TEAM NAMES:	Leopold PS	Team 1 Score	Torquay College	Team 2 Score
Doubles 1 (Pair 1 v Pair 1)	Billy / John	11	Nick / Thomas	7
Doubles 2 (Pair 2 v Pair 2)	James / Ben	8	Tim / Sam	13
Doubles 3 (Pair 3 v Pair 3)	Stacey / Jess	9	Sophie / Hayley	7
Doubles 4 (Pair 4 v Pair 4)	Katie / Sarah	21	Alana / Rachel	13
Reverse Doubles 1 (Pair 1 v Pair 2)	Billy / John	14	Tim / Sam	11
Reverse Doubles 2 (Pair 2 v Pair 1)	James / Ben	16	Nick / Thomas	7
Reverse Doubles 3 (Pair 3 v Pair 4)	Stacey / Jess	12	Alana / Rachel	14
Reverse Doubles 4 (Pair 4 v Pair 3)	Katie / Sarah	17	Sophie / Hayley	20
	TOTAL SETS	5		3

RESOURCES & SUPPORT

RESOURCES & SUPPORT



INtenniscITY

Developed in conjunction with the Australian Sports Commission, INtenniscITY is an online platform that supports schools in facilitating structured play.

INtenniscITY allows you to manage your students and classes, create events/competitions with a variety of formats and scoring options, track your students' progress...and much more!

Visit intenniscity.com.au to register and sign up your school.

INtenniscITY App

The INtenniscITY app not only allows you to set up your events but also allows students to challenge classmates and keep track of matches, stats and awards. Students can create their own personalised avatar, improve their game by watching videos from Milos Raonic and win achievement awards and badges along their way.

The INtenniscITY app can be downloaded on any iOS device. Search INtenniscITY on the App Store.

Bounce

Bounce is Tennis Australia's online professional resource platform for tennis deliverers and provides access to school tutorials, videos, competition templates and resource content.

Register for free by visiting bounce.tennis.com.au

ANZTHS School Competition Score Cards

	ROUND:		COURT:	
TEAM NAMES:		Team 1 Score		Team 2 Score
Singles 1 v 1				
Singles 2 v 2				
Singles 3 v 3				
Singles 4 v 4				
Singles 5 v 5				
Singles 6 v 6				
Singles 7 v 7				
Singles 8 v 8				
Doubles 1 & 2				
Doubles 3 & 4				
Doubles 5 & 6				
Doubles 7 & 8				
TOTAL SETS				

ANZTHS School Competition Score Cards

	ROUND:		COURT:	
TEAM NAMES:		Team 1 Score		Team 2 Score
Doubles 1 (Pair 1 v Pair 1)				
Doubles 2 (Pair 2 v Pair 2)				
Doubles 3 (Pair 3 v Pair 3)				
Doubles 4 (Pair 4 v Pair 4)				
Reverse Doubles 1 (Pair 1 v Pair 2)				
Reverse Doubles 2 (Pair 2 v Pair 1)				
Reverse Doubles 3 (Pair 3 v Pair 4)				
Reverse Doubles 4 (Pair 4 v Pair 3)				
TOTAL SETS				





Professional learning

As a teacher we understand just how important it is for you to feel confident with delivering the sport. Tennis Australia has developed a series of practical workshops as well as online tutorials that will assist you.

To find out more, visit:

www.tennis.com.au/schools/professional-learning

or request a professional learning session

<https://tennisvic.wufoo.com/forms/tennis-professional-development/>







Contact us

For further assistance, please contact your local School Development Coordinator <https://www.tennis.com.au/schools/contact-us>



