

TENNIS FOR PRIMARY SCHOOLS

Hot Shots competition manual



WELCOME



Inter-school competitions can be the first opportunity for school students to start developing their love of playing the game of tennis. Whether it be a weekly round robin or a gala day, inter-school competition provides the support for children to have fun with their school friends while being introduced to competition of a different kind. Tennis Victoria in conjunction with School Sport Victoria are pleased to offer a pathway for students to participate in tennis during primary school.

The program first and foremost focuses on participation and providing opportunities for students to start their journey in representative team based competition.

With a focus on scaled equipment, including smaller courts, racquets and low-compression tennis balls, different scoring systems 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 inter-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.

Watch a short video here to find out more about ANZ Tennis Hot Shots Competitions

<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



**GETTING
STARTED**



Equipment

Each team will need to provide the following equipment: If schools have 2 teams they will need to provide a set for each team.

Equipment (per team entered)	quantity
21, 23 or 25 inch Tennis racquets	8
Low compression (25%) red tennis balls	8
3m or 5.5m Hot Shot nets (or equivalent), barrier tape can be used as an alternative	4 (5.5m) or 8 (3m)
Drop down lines or chalk as required	32 drop down line

When to play?

1. Weekly round robin
2. Gala Day where you create a round robin draw. Editable draws can be found on bounce.

Where to play?

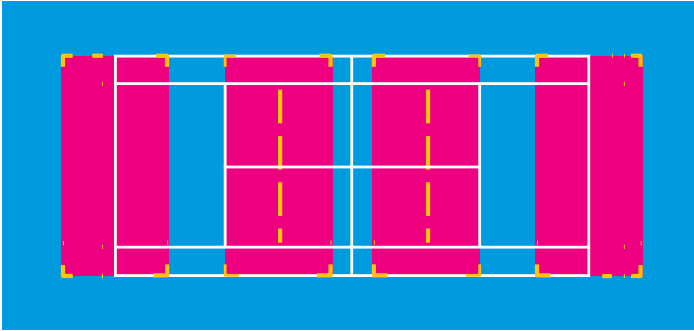
Local tennis club – Tennis Victoria can assist you in finding a club

School – on basketball courts/ asphalt area/mod grass oval



Court set up

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



If space is limited you can play singles on 3m nets and doubles on 5.5m nets. You will set up 4 singles court down one end of the tennis court and 2 double courts up the other end of the tennis court.



Set up of 5.5m nets on a tennis court





Gala Day Round Robin

We recommend teams of 8 or 10 students. Rank your students so your strongest player is number 1 and your weakest student number 8.

Have a boys/mixed and a girls competition.

Create a round robin draw using the editable draws on [bounce](#).

If you have a lot of teams you can divide them into even pools.

A variety of editable Round Robin templates are available on [bounce](#).

ANZ HOT SHOTS tennis

ROUND ROBIN

NAME	1	2	3	4	5	6	7	8	TOTALS
1									
2									
3									
4									
5									
6									
7									
8									

Formats

We recommend timed matches e.g. 6-8 minutes per match and the scoring to consist of 1-0, 1-1 etc. with the student on the highest points at the end of the match declared the winner.

If you have 4 mini courts available the order of play is

1. Players 1 – 4 play singles
2. Players 5 – 8 play singles
3. Players 1&2, 3&4, 5&6, 7&8 play doubles



Weekly Round Robin

We recommend teams of 8 -10, with your strongest player ranked number 1 and your weakest number 8 (or 10)

Have a girl's competition and a boys/mixed competition.

We recommend timed matches e.g. 8 – 10 minutes per match and the scoring to consist of 1-0, 1-1 etc. with the student on the highest points at the end of the match declared the winner.

If you have an hour to play matches, this is a suggestion of play for one competition. If you have 2 competitions eg boys and girls you will need to double the number of courts required.

If you have 4 mini courts available the order of play is

1. Players 1 – 4 play singles (10 mins)
2. Players 5 – 8 play singles (10 mins)
3. Players 1&2, 3&4, 5&6, 7&8 play doubles
4. Players 1&3, 2&4, 5&7, 6&8 play doubles

* if having 10 players set up 5 mini courts, in the doubles have 9&10 play together then the reverse doubles would be 1&3, 2&4, 5&8, 6&9, 7&10



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, first point from the forehand court – serving diagonally, 2nd point from the backhand court serving diagonally.
6. Change ends every 10 points
7. 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).
8. 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.
9. Matches are timed (usually 5-8 mins). When the siren sounds to end the match, students finish the rally then tap racquets, confirm scores and sit down on their court and wait for court supervisor to come and collect scores. If the match is tied, play next point wins!



Recording of scores

Resources are available on [Bounce](#) to make recording match scores simple and easy during the match. You can attach these laminated sheets to the net with a white board marker.

Each full tennis court will require a court supervisor to record scores at the end of each match. Once you have recorded the score, circle the winning score. After all 12 matches are completed count how many matches each school has won and record this at the bottom of the score sheet.

Score sheets can be found on [Bounce](#).

ANZTHS Primary School Competition Score Card (Example)

	ROUND:	1	COURT:	1-4
TEAM NAMES:	Leopold	Team 1 Score	Richmond	Team 2 Score
Singles 1 v 1	Billy	11	Nick	7
Singles 1 v 1	James	8	Tim	13
Singles 1 v 1	John	14	Thomas	4
Singles 1 v 1	Ben	6	Sam	8
Singles 1 v 1	Jess	12	Hayley	9
Singles 1 v 1	Stacey	9	Sophie	7
Singles 1 v 1	Sarah	11	Rachel	3
Singles 1 v 1	Katie	21	Alana	13
Doubles 1 & 2	Billy / James	14	Tim / Nick	11
Doubles 3 & 4	John / Ben	16	Sam / Thomas	7
Doubles 5 & 6	Stacey / Jess	12	Sophie / Hayley	14
Doubles 7 & 8	Katie / Sarah	17	Alana / Rachel	20
	TOTAL SETS	8		4



**ANZ TENNIS
HOT SHOTS
COMPETITION
RESOURCES**

**LEAD UP TO
THE EVENT**



Lead up to event checklist

ACTION ITEM	PERSON RESPONSIBLE	TICK ONCE COMPLETED
Confirm location, date and time of event		
Register event with Tennis Victoria		
Confirm the toilet facilities are appropriate for the event		
Confirm there are rubbish bins and free water source		
Determine what shade is available and if marquees will need to be obtained		
Conduct a safety check of venue		
Book first aid if required for the event		
Contingency plan for wet/hot weather		
Confirm number of teams attending		
Confirm number of courts required		
Confirm how many nets each school are bringing and if you need to source extra nets		
Confirm who is providing balls and racquets		
Pick up pennants/medals		
Create fixture and email out to schools along with the competition rules		
Print off score sheets and put in folders along with a pen		
Print off extra fixtures		



Print off results table		
Confirm with schools the venue, starting time, equipment to bring and how many supervisors they will have.		
Remind schools that all parents/coaches/supervisors need to have a Working With Childrens check		
Organise for a PA system/megaphone or at a minimum a buzzer to indicate start/finish of rounds		
Invite local club/coach to the competition and encourage them to hand out flyers promoting themselves		
Adhere to any SSV policies Eg code of conduct		
Adhere to any COVID-19 policies and guidelines		
Organize opening of courts on competition day		



Resources on Bounce

<https://bounce.tennis.com.au/login/>

Under the heading “Primary School Competition Resources”

1. Score cards
2. Editable fixtures (4 to 16 teams)
3. Result tables
4. Videos for setting up courts and how to play
5. ANZTHS School Competition Guidelines – VIC (copy found on following pages for your quick reference)

**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

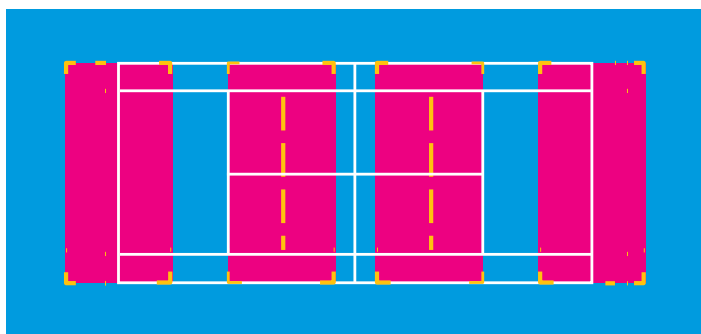
- All players to wear school sports uniforms

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.

RESOURCES FOR COMPETITION DAY



Competition day checklist

ACTION ITEM	PERSON RESPONSIBLE	TICK ONCE COMPLETED
Open courts and inspect courts/clubhouse/toilets		
Set up registration/results table		
Display fixture/event information		
Welcome schools as they arrive		
Direct schools where to set up nets as they arrive		
Hold teacher briefing once all schools arrive		
Conduct student on court briefing and demonstration		
Ensure matches start on time according to schedule		
Modify timing of rounds (shorten rounds or lunch break) if running behind time		
Make announcements throughout the day reminding students who is playing next and stay on court until results are collected		
Collect results and collate in table		
During the last round inform teachers of pack up and clean up duties		
Conduct a presentation at completion of the day, don't forget to recognize all teams, teachers, helpers and the local club		



Setting up nets and courts

As schools arrive direct them to a court to set up their nets. Try to keep a schools nets altogether as it will help schools get their nets back at pack up time. Net bags can be folded and put under the legs of the net.

If you have limited drop down lines, use the courts existing lines as where possible. Try to have a drop down line for the baseline, one on each of the sides, one for the service box and one to separate the service box in half.

If using clay courts you could use the line sweeper to mark out the court lines.

Chalk can also be used on school based courts but most clubs won't allow this on their hardcourts.

Packing up nets

During the last round, go and speak to teachers about packing up the courts their students are playing on. Have students leave the nets in their bags on the court so schools can collect them.

Have a student on each court allocated to collecting drop down lines and tennis balls.

Collating scores and finding a winner

In your results table record how many sets each school wins each round. The school with the most sets will finish first.

If 2 schools have the same number of sets, whoever won the match between these 2 schools finishes higher. If their match was 6 sets all you will need to calculate the points scored. On the unlikely occasion the points are even you will need to play a doubles match to determine the winner.

Leaving the venue

Before you leave please check that the rubbish is all pick up, toilets are cleaned, clubhouse is neat and tidy – you might need to give it a quick vacuum. You want to be welcomed back next year so make sure you leave the venue just as you found it or better!

Make sure you lock up the clubhouse and courts as you leave.



Pre match briefing for teachers

- Have a teacher from each school attend the briefing
- Introduce yourself and let them know where you will be set up to collect results
- Let them know students are not allowed to hang out in clubhouse, only to enter to go to toilet or fill up water bottles.
- Make sure everyone has the same draw for the day and knows how to read it. Explain how the courts are numbered.
- Make sure they have seeded their players; 1 being the strongest, 8 being the weakest.
- They can only substitute players after a full round has been played eg singles and doubles against 1 school
- Explain that each full tennis court (4 mini courts) will require a court supervisor who needs to collect scores and return score sheets to you at the end of each round.
- Briefly explain the format of the day eg 1-4 play singles, then 5-8 play singles, then all play doubles.
- Explain how to fill in the score sheet. Make sure they fill in the schools, if it is boys/mixed or girls, the set score and circle the winning score. Tally up the number of sets each school wins – don't need to tally the points.
- Return the score sheet to you after each round
- If using folders for each court, remind them to leave folder and pen at the court.
- Practice any COVID -19 protocols



Pre match briefing for students

- Have students sit around a Hot Shots court. Each school needs to sit together and be distanced from the next school.
- Welcome the students and introduce yourself as the convener for the day
- Explain the format for the day eg students are ranked 1-8. In the first set of matches, player 1 will play player 1 in singles on the court closest to the club house, player 2 will play player 2 on the next court, player 3 on the court on the other side on the net and player 4 on the last court. After they have played their matches, players 5 will play on the court closest to the club house, player 6 on the next court etc. Everyone will then play doubles. Player 1&2 on the first court, 3&4 on the next court, Player 5&6 on the other side of the net and player 7&8 on the last court. In each round a player needs to play and singles and doubles match.
- Ask a teacher from a school to select 2 students to be involved in a demonstration
- Have the students stand each side of the net and introduce themselves and confirm they are the same number
- Do paper rock scissors to see who is to serve
- Go to the back of the court and have the server hold up the ball above their head to say they are ready. Once all courts are ready you will blow the siren to begin.
- Have player serve from the forehand court, using a drop serve that needs to go diagonally across the net and bounce in the service box. If it is a fault explain how they get another chance of serving. Play the point out.
- Then discuss how each time you win the point you get one point. Server must call score out 1-0

- Play the next point with a serve from the backhand court. Play the point out and then have them call the score. Eg 1-1
- The serve now goes to the other player who will serve from the forehand side.
- Points to discuss include – faults (if you serve a fault you get another serve. Two fault = loss of point)
- Lets – if ball hits the net on a serve and bounces in, you get another serve
- Balls that land on the line are in
- Can't touch the net
- Can't reach over the net to hit the ball, the ball must be on your side of the net
- If you are not sure if the ball is in or out you replay the point
- If you forget the score, go back to the last score you both agree on. Server must call out the score after each point.
- Friends of ten. Each time your scores equal a multiple of ten you change ends eg 7-3, 12-8
- When the siren goes to indicate the end of the match, continue the point until it has finished. If it is a draw you play a golden point. Whoever's turn it is to serve, serves and plays the point out
- Come to the net, tap racquets, confirm results and wait for the court supervisor to come and collect scores.
- In doubles you rotate the serving so each player will serve from the forehand side then the backhand side and then it rotates to the other team.
- Remind students to put rubbish in bins and keep the toilets tidy. They are not allowed to "hang out" in the clubhouse.
- Outline any COVID-19 protocols

Resources

Bounce

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

Register for free by visiting bounce.tennis.com.au
Please use your education email address and allow 48 hours to be approved.

Tennis Victoria website

Our website has a dedicated schools page where you can find contact details of you school development coordinator, teacher Professional Development and competition information

<https://www.tennis.com.au/vic/schools>

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 tailored to your needs via this link

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

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				



Contact us

For further assistance, please contact your local School Development Coordinator

<https://www.tennis.com.au/vic/schools/meet-the-schools-team>



