

YEAR 3/4 : Tennis

Competition Format

A match between two school teams will consist of 4 Singles matches.
Each player should be ranked 1-4 (1 being the most proficient player). The singles games will then see competitors compete against their opposite rank, ie. 1v1, 2v2, 3v3 and 4v4.

Year Groups

3/4

Gender

2 Boys and 2 Girls

Competition Rules

Timed tennis- max5 minutes per game (length of game determined on competition duration and number of games to be played)

Mini Tennis Scoring does not use traditional tennis scoring i.e. 15, 30, 40 etc. Instead, simple numbered scoring is used, i.e. 1, 2, 3, 4 etc.

Players don't change ends (unless there is an obvious advantage, then at every 6 point juncture)

If scores are equal at the whistle it's a draw

Players to finish a point if started when the whistle blows.

- The serve is decided by a flip of coin / spin of racket. The winning player chooses who serves.
- Games are started and finished by a blow of the whistle.
- The nominated person serves for the first point from the right hand side of the court; it then alternates every 2 points in a left right pattern.
- When serving, players should stand behind back line.
- When serving, the ball must not be bounced before being hit
 - The serve must be hit 'under-arm'.
- Serves should be hit diagonally, landing anywhere in the opposite diagonal quarter of the court.
- Players stay at the same end of the court for the entire match.
- Each court should have a helper/scorer, who calls out the scores and helps out with decisions.
- Outdoor Mini Tennis Red Balls should be used for all matches.
- Rackets no longer than 21" in length should be used.

Scoring

Each game won by a school counts as 1 point within the match between schools .i.e.

School A player 1 beats School B player 1 – School A gets 1 point and leads 1-0

School A player 2 loses to School B player 2 – School B gets 1 point and the score in match is 1-1

If players 3 draw scores then both Schools get ½ (half) a point and the score is 1 ½ - 1 ½

If School A player 4 beats School B player – School A gets 1 point and the score is 2 ½ - 1 ½

As this is last game School A would win the MATCH – 2 ½ - 1 ½ (N.B all scores should add to 4)

First Aid & Emergency Procedures

Schools are responsible for the provision and administration of their own first aid.

The Competition organiser will brief all school staff prior to the start of the competition, and will provide information about emergency procedures.