



## SECONDARY TENNIS RULES

### CONDITIONS OF PLAY

Matches are played on the courts of the home school and should be supervised by a responsible person appointed by the home team.

Matches at Secondary level will be played within ability levels not year level – but divided into Senior and Middle competitions.

If a school has a player it deems to be of a high ability level, it can select this player to represent the school in an old age level or Shield competition.

Teams will consist of students from any year level ranked on ability

<b>Grouping Competitions</b>
Drive A1 SAAS Shield / Middle A1 Shield / Open B1 / Middle B1 – 6 Players per team / 4 Teams Grouped
Drive A2 SAAS Shield / Middle A2 Shield / Open B2 / Middle B2 – 6 Players per team / 4 Teams Grouped
Drive A3 SAAS Shield / Middle A3 Shield / Open B3 / Middle B3 – 6 Players per team / 4 Teams Grouped
<b>Supplementary Competitions</b>
Senior B2 – 6 Players
Middle B2 – 6 Players
Year 7A2 - 8 Players (Friday)
Year 7A2 - 8 Players (Friday)
Primary A (Friday)
Primary B (Friday)
Primary C (Saturday)

### **Hours of Play**

To enable matches to have commenced by 8.00 / 10:00am, teams should be at the match venue by 7.45 am or 9.45 am respectively.

Doubles matches should be played first followed by singles in rotation. Hit ups should be kept short and delays between sets avoided so that the matches may be completed by noon. In the event of a late finish being likely, sets may be shortened by agreement between supervisors.

**Where there may be a shortage of courts, schools may wish to roster games at two different time slots. In this case the games may need to begin at 8.00 a.m. If this occurs the opposing team must be given adequate notification.**

### **Balls**

The **HOST** school is to provide New Balls (2 cans, of 4 balls per can) of Tennis balls per 2 Courts for the home fixtures.

### **SAAS Expectations**

All Players, Managers and Spectators are expected to adhere to the SAAS Code of Conduct – Through representing themselves, their School and the Game in a respectful and sporting manner. Line decisions, interaction with opponents and conduct on the court is to demonstrate a **high level of Sportsmanship.**

### **Team Numbers**

Matches consist of **6** singles and **3** doubles – different players may be used for singles and doubles if schools desire to increase the number of students participating in teams. A team may consist of 6 minimum up to 12 maximum. Singles players **MUST** be played in order of **playing merit**.

### **SINGLES**

Comprise one **8** game tiebreak set – i.e. the winner is the first to score six games provided the winning margin is two games or more. If the score reaches five all, the match continues until either:

- One player wins two successive games to win the set 7-5
- The score reaches six all in which case a tie breaker is used to decide the winner

(See explanation below)

### **DOUBLES**

Comprise one **4** game set – i.e. the winning pair is the first to score six games provided the winning margin is two games or more. If the score reaches five all, the match continues until either:

- One pair wins two successive games to win the set 7-5
- The score reaches six all, in which case a tiebreaker is used to decide the winner.

Home teams to provide a pair of good quality balls, preferably new, for each court.

Where home matches are to be played on supplementary courts to those at the school, precise directions to those court locations for each visiting team should be notified by Tuesday lunchtime.

Regular tennis dress is expected to be worn, including suitable sandshoes. Ripple or rubber stud soles are unsuitable for lawn court play and black rubber soled sandshoes are unsuitable for play on acrylic surfaced courts. Tracksuits are not to be worn during matches. Shirts should have a collar.

## **TWELVE POINT TIEBREAKER SYSTEM**

### **SINGLES**

A player who first wins seven points shall win the game and the set provided the player leads by a margin of at least two points. If the score reaches six points all, the game shall be extended until this margin has been achieved. Numerical scoring shall be used throughout the tiebreak game.

The player whose turn it is to serve at six games all shall be the server for the first point. The opposing player shall be the server for the second and third points and thereafter each player shall serve alternately for two consecutive points until the winner of the game and set has been decided.

From the first point, each service shall be delivered alternatively from right and left courts, beginning on the right for the first point, left for the second point, etc.

Players change ends after every six points.

### **DOUBLES**

The procedure for singles shall apply. The player whose turn it is to serve at eight games all shall be the server for the first point. Thereafter, each player shall serve in rotation for two points in the same order as previously in that set, until the winners of the game and the set have been decided.

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