

ANZ TENNIS HOT SHOTS SCHOOL CARNIVAL GRADE 3 & 4

Carnival Guidelines

Tennis SA, in conjunction with SAPSASA, 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. This pathway progresses from District Carnivals to a State Final where students will have the opportunity to play on-court at the iconic Memorial Drive Tennis Centre.

The exciting introduction of the ANZ Tennis Hot Shots (ANZTHS) School Carnival, specifically for students in Grade 3 & 4, 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. At District level there are two streams;

Aces - ideal for intermediate players who can serve/rally (winning teams progress)

All Stars - ideal for beginners with no tennis experience, focus on participation (no progression)

Equipment Specifics:

- 21 or 23 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

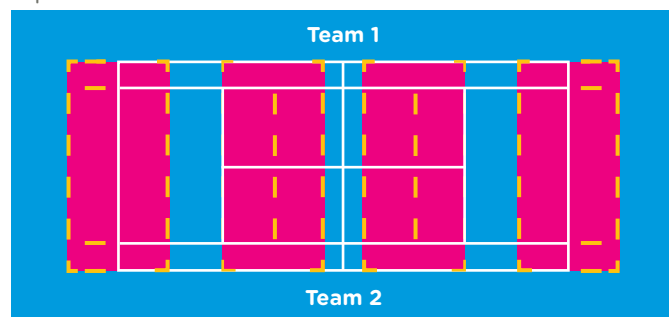
Teams:

- Grade 3 & 4 students
- Teams can be all boys, all girls or mixed gender
- 8 players per team with up to two 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

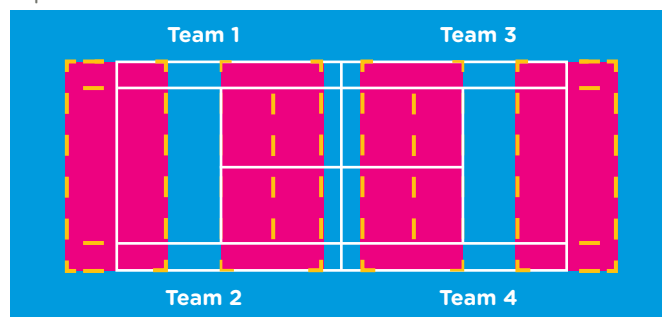
Court Setup:

- 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
- 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 to mark court area and allow a 1m gap between red courts (if possible)

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 Carnival:

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** (Pair 1, Pair 2, Pair 3, Pair 4) and can only move down one spot when substitutes are used during the competition.
5. Players 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 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 Carnival:

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.



ANZTHS School Carnival Score Card (Example)

	ROUND:	1	COURT:	1-4
TEAM NAMES:	Cobdogla PS	Team 1 Score	Victor Harbor PS	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

Carnival Coordinators please follow the link to [register your day](#) and receive loads of benefits including a special offer on New Balance products, discount on ANZTHS equipment, and assistance with organising your event!

(Or visit: www.tennis.com.au/schools/competition/anz-tennis-hot-shots-school-competition)

Sign up to our new online learning platform site **Bounce** to view videos and download resources to assist you in running an ANZTHS School Carnival!

For further assistance:

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