

Thanks for signing up to PMG Tassie Junior League – Term 3 2023. Please take time to read this handbook, there is valuable information within, which should help ensure we have a successful league!

We greatly appreciate any assistance you are able to give, with matches spread across multiple venues, Tennis Tasmania staff are unable to attend every match. Without your help, matchplay experience like this is simply not possible.

There will be two key roles that we will need volunteers for to make this league run smoothly – Team Coordinators, and Court Monitors. Both roles will require a Working With Vulnerable People card – Tennis Tas will pay for one per team if you need one. Please see relevant section for what these roles will require.

Team Coordinator Responsibilities

- Be the contact person for the players (and other parents) within the team to advise if they are unavailable.
- Find replacement players either from within their team squad, or a different fill-in player in consultation with Tennis Tas.
- Contact Tennis Tas to advise team composition weekly
- Where there are extra players in the team (eg 4 players in Green Ball), arrange a rotating roster where one player sits out each week, or a match-day plan to get everyone in the team a game – Ensure you let TTAS know each week.
- Enter scores into Match Centre, or if having technical difficulties, send scores through to Tennis Tas.
- Ensure scorecards are printed prior to the matches, and you have the balls.

Court Monitors

- The purpose of this role is to ensure matches are played in good spirit, safely, and everyone is enjoying themselves. To this end, consider the following points:
 - Meet the players on the court and introduce yourself and make it known that you are there to help them
 - If there is an issue on court, allow the kids to work it out between themselves. About 30 seconds should be enough.
 - If they still haven't resolved things in this time, try to assist.
 - If the kids are getting overly agitated, or if yelling or aggression, interruption is occurring, step in immediately and try to defuse the situation.
 - Avoid influences from other spectators or parents. Let the kids be kids and allow them autonomy over the outcomes of their actions and decisions. This is more valuable than "getting it right".
- Matches will be played without a chair umpire, as such, the responsibility of line calls is squarely on the player - there is to be no outside influence from spectators.
- The most common problems that will arise are:
- "The ball was out" vs "No it was in"
 - Listen to both players state their case. NO interruptions.
 - Each player must be allowed to make the calls on their own side of the net without fear of harassment or intimidation. They must make calls honestly, immediately, and if in doubt they must call the ball in.
 - In your conversation you are listening to establish if the above was the case. [continued over page]

- If it was, support the player who made the "out" call. Points must NEVER be replayed. You can say something like "remember you are umpiring the match yourself. You should trust your opponent because they are closer to where the ball bounced, they won't call it out if they aren't sure, and you want them to trust you when you call a ball out on your side." You can also reassure the player that you will watch more closely for a while to make sure everyone is doing what they are supposed to.
- No player should be allowed to call their opponent a "cheat" or make any comment that suggest dishonesty of their opponent. These are children, what they are trying to do is very difficult, and mistakes will happen. Opponents need to accept this, respect others, and develop resilience.
- "The score is 40-15" vs "No, it's 30-all"
 - Start by asking each player what they think the score is.
 - Listen to both and don't allow them to interrupt each other.
 - You are trying to identify how many point the players agree on. If player A (the server) says the score is 40-15, they agree to their opponent winning 1 point. If player B (the receiver) says the score is 30-30, they agree to their opponent player A winning 2 points.
 - Of the 4 points played you can now say to the players that they agree on 3 points and disagree on 1 point. That point should be replayed. The players should restart the game from 30-15.
 - Players should not be allowed to argue and blame each other. They made this mistake together.
 - Avoid believing one player over another as this will be unfair. They made the mistake together.
 - Avoid thinking that a point is "taken away" from a player. If players disagree the point never belonged to anyone in the first place.
 - Before leaving the court remind both players to communicate out call "nice and loud" for their opponent to hear, and for the server to say the score before every point, loud enough for the receiver to hear and confirm they agree.

- The same principal should be applied to situations where they can't agree on the game score
 - eg 5-3 vs 4-4
- The ultimate goal from all situations where you have to intervene is to lead the kids to make the decision themselves. You should not make line calls or tell them what the score is, it's up to the kids to work it out between themselves.

Using Match Centre

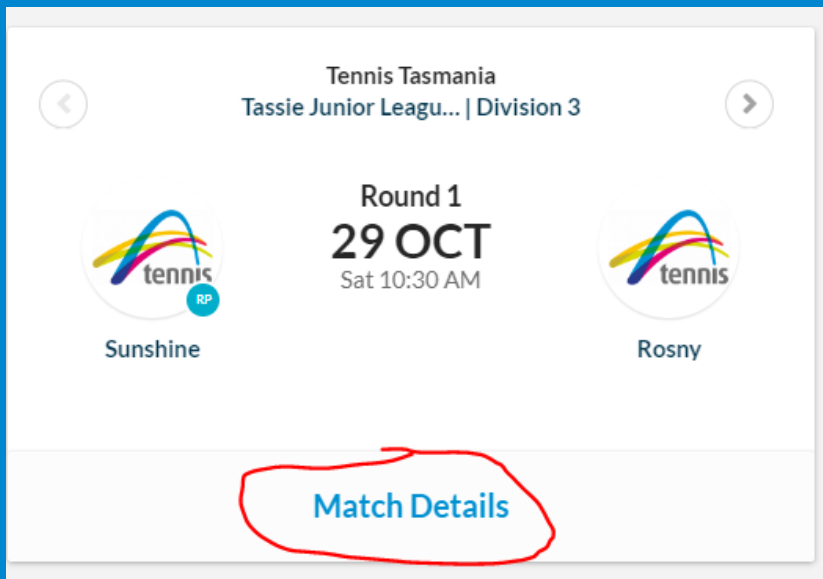
Match Centre is the online platform that is used to run the league. Whilst it may take some time to become familiar with it, it is an extremely valuable tool and we encourage you to embrace it, as it will make things easier for admin, parents, and players alike!

Please use this during the day to allocate players to their 'Lines', set who is attending, and entering scores. This feature will become available to you on the day of the matches.

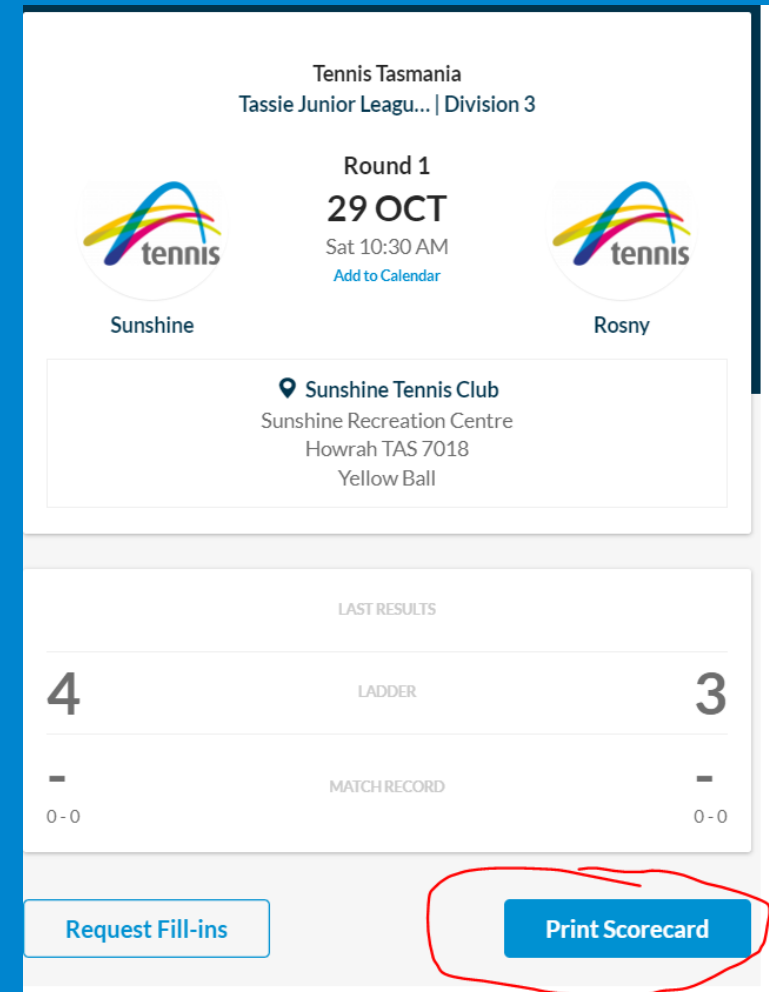
The main thing is to ensure the right matches take place, and the correct scores are recorded. If you have problems, writing down the results and sending a text/photo through to Tennis Tas will suffice.

If you are having general difficulties with the platform, please get in contact with Matt 0478 479 446, or email matthew.lamont@tennis.com.au

Team selections will be available to make on the day of the match. For the upcoming match, click on Match Details, from there you should be able to select which players are playing, and what 'line' they are – Line 1 should be the strongest player, working its way down to line 4.



Once the team has been selected, the match order should be downloaded (and/or printed) to ensure players are playing in the correct order. To do this, click on Match Details for the upcoming round, then click Print Scorecard.



Matchday

Tennis Tas will coordinate Orange Ball matches on the day, all other ball colours and divisions will be coordinated by parents in a Court Monitor and/or Team Coordinator role.

Green Ball should be run according to Time – 25 minute sets, which means each game should start at 9am, 9.30am and 10am to ensure all games take place.

Yellow Ball should be relatively straightforward, Doubles should be played first, Div 3 should always have 1 doubles match and 1 singles match being played at the same time.

Balls

All teams (excluding Orange Ball) will be issued with balls for the entire league prior to the start of Round 1. It is everyone's responsibility to make sure you bring them each week.

Green – 2 Balls per team are required for the day, for a total of 4 balls between Team A and Team B. You will be issued with 4 balls per team so that you have some backups in case any get lost. You will need to hold on to these balls for the duration of the league, so make sure they are collected at the end of each week.

Yellow – Div 1: Three Balls per team are required for the day, for a total of 6 balls between Team A and Team B. Each team will be issued with 18 balls to allow for new balls each match.

Yellow – Div 2 & 3: Two Balls per team are required for the day, for a total of 4 balls between Team A and Team B. Each team will be issued with 12 balls to allow for new balls each week.



TASSIE JUNIOR LEAGUE *Teams*



Court Access

In the event you arrive to a venue and the gate is locked, you will need to enter the following codes:

Taroona - 4716

Sunshine - 7344

Sorell - 7589

Lindisfarne - 5262

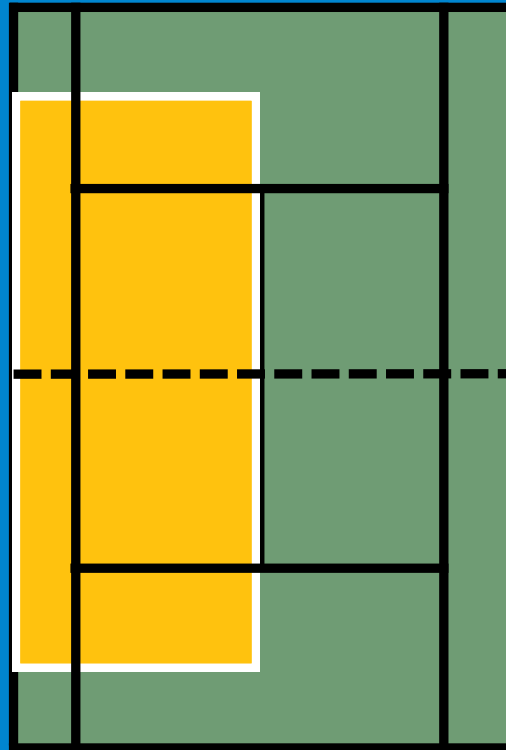
Note that these codes will only work on the days/times that are scheduled for this league.

For the remaining venues, if you are having access issues, please contact Matt- 0478 479 446

ORANGE BALL SET UP

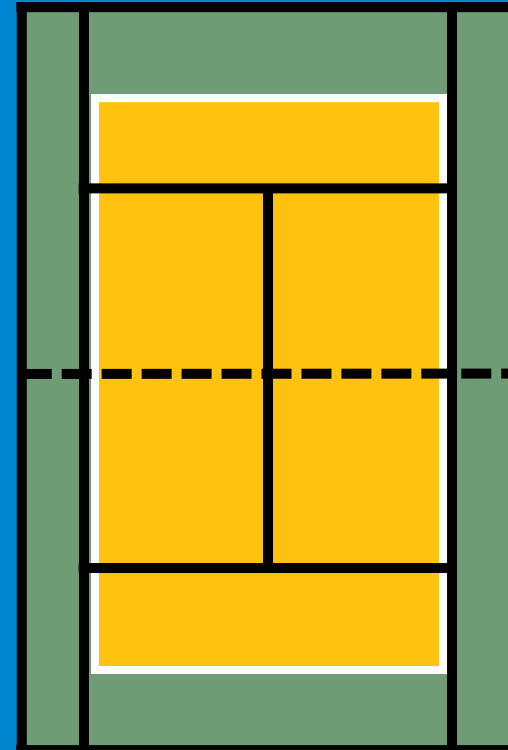
SINGLES

- 2x singles matches per court
- Players serve into the service box, 2 serves only
- If required;
 - Move closer to serve
 - Overarm throw serve
- Short deuce
- 25 minute timed set



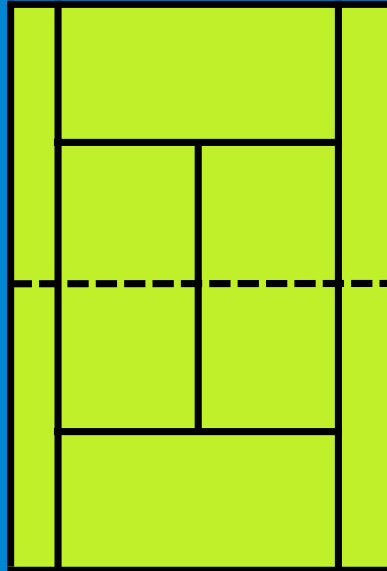
DOUBLES

- Standard singles tennis court with baseline brought up.
- If required;
 - Move closer to serve
 - Overarm throw serve
- Short Deuce
- 2 serves only
- 25 minute timed set



Note - Tennis Tas staff will conduct on-court supervision of Orange Ball only

GREEN BALL



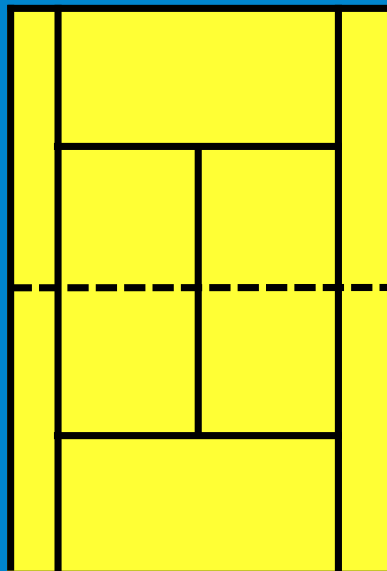
SINGLES

- Standard singles court
- If required;
 - Move closer to serve
 - Overarm throw serve
- Short Deuce
- 25 minute timed set

DOUBLES

- Standard doubles court
- If required;
 - Move closer to serve
 - Overarm throw
- Short Deuce
- 25 minute timed set

YELLOW BALL



SINGLES

- Standard singles court
- Full deuce

DOUBLES

- Standard doubles court
- Short deuce
- 1 Tiebreak set (all divisions)