

Tennis Otago Tecnifibre Junior Interclub 2023-24 Guide for Players, Parents and Supporters

Thank you for registering to play in the junior interclub competition this season.

This guide sets out important information that will help you enjoy your tennis.

Junior interclub takes place on Saturday mornings during Term 4 and Term 1. The starting time is always 9am (with warmup from 8:45am) but the location can vary between the Stevenson Tennis Centre at Logan Park, the Edgar Centre, tennis clubs, and schools. Most fixtures will be played at the Stevenson Tennis Centre or the Edgar Centre.

Edgar Centre matches are always played regardless of the weather (a door charge applies, or talk to the staff about memberships or concession cards), but outdoor tennis cancellations will be announced by text and on the Tennis Otago website (<http://www.tennisotago.org/competitions/juniors/>). If you have not already done so, please register your contact details to receive cancellation texts by completing the online form via the following link:

<https://www.sporty.co.nz/viewform/99279>

If it is your first interclub season then don't expect to necessarily win matches. The emphasis should be on participation and enjoyment. At this age and stage, research indicates that encouragement and enjoyment are more important than "winning", and that we should try to "de-emphasise" results as much as possible while still balancing the recognition of achievement.

Competition Formats

In the Division 3 Green Ball Grade, each contest comprises two doubles matches and four singles matches. Matches are best of three sets (to 4) with 3rd set played as a tie break to 7. No points table is kept in this grade.

In the other junior interclub grades, each contest consists of two doubles matches and four singles matches. A team is awarded one point for each match won. Two bonus points are awarded for winning the fixture. For example, if Team A wins one singles and the doubles and Team B wins the other singles, Team A is awarded 4 points (2 points for winning two matches and 2 bonus points for winning the fixture) and Team B is awarded 1 point.

Teams can comprise 4+ players. Each player will play one singles and one doubles match.

Match Format

Divisions 1 & 2

Singles - Best of three tie breaker sets to 6 (tiebreak at 6-all) with third set (if required) played as a super tiebreak (up to 10, must win by a margin of 2), long deuce.

Doubles - Best of three tie breaker sets to 6 (tiebreak at 6-all) with third set (if required) played as a super tiebreak (up to 10, must win by a margin of 2), short deuce.

Division 3 Green Ball

Singles – Best of three short sets to 4 (tiebreak at 4-all) with third set (if required) played as a standard tiebreak (up to 7, must win by a margin of 2), short deuce.

Doubles – Best of three short sets to 4 (tiebreak at 4-all) with third set (if required) played as a standard tiebreak (up to 7, must win by a margin of 2), short deuce.

Explanation of match formats:

Long deuce: a player needs to win two points in a row once the score reaches 40-40. 40-40 is called deuce in tennis language. The player that wins a point at 40-40, or deuce, gets advantage. You can now only win the game if you have advantage and win another point.

Short deuce: the game is decided in one point once deuce (40-40) is reached. The receiving player gets to decide on which side (deuce or ad side) he wants to receive serve and whoever wins that point wins the game.

Sets to 6: If the score in a set gets to 5-all, play two more games after which the score will be either 7-5 or 6-6. If it is 7-5, the set is completed. If it is 6-6, play a standard tiebreak to 7 points (if the tiebreak score gets to 6-all, continue playing until one team is ahead by a margin of 2).

Short sets to 4: If the score in a set gets to 3-all, play two more games after which the score will be either 5-3 or 4-4. If it is 5-3, the set is completed. If it is 4-4, play a standard tiebreak to 7 points. If the tiebreak score gets to 6-all, continue playing until one team is ahead by a margin of 2 (e.g. 11-9).

Super tiebreak: First to 10 points. If the tiebreak score gets to 9-all, continue playing until one team is ahead by a margin of 2 (e.g. 12-10).

How to Play a Tiebreak:

The player due to serve next serves the first point into their opponent's deuce court.

After the first serve, the serve goes over to the other player, who then serves the next two points, serving first into the ad court and then into the deuce court.

After the third point, the players alternate, serving two points each — always beginning on the ad court.

After the first six points are played, no matter what the score is, the players change ends (and continue to do so after every other six-point span) until one player wins at least seven points with a margin of two points.

Key Tennis Rules and Etiquette

Players are usually allowed five minutes to warm up before beginning play. However, the first thing to do when you get to the court is the toss (spin a racket or flip a coin) – the winner chooses to serve or receive or the end where they want to start, or can even make their opponent choose. The warm up begins when the first ball is hit. Use this time to practice your timing and depth against your opposition – the warm up is not about winning.

When playing a match always start EVERY point with two balls.

Before each point begins, the server should call the score clearly enough for the other player(s) to hear and agree.

Fill in the scoresheet at each end change so you don't lose track of the score.

When you are retrieving balls or moving to/from a court wait for rallies to finish before moving behind a court.

Players are allowed a toilet break during a match, preferably at the set break, but it is best to go before a match. Boys are allowed one toilet break and girls can have two.

"Let" (i.e. replay) calls may be called by either player – if a serve touches the net and the ball goes in then replay that serve. If a ball comes onto your court area (on either end of the court or behind) from another court then call "let" straight away and replay the point (two serves).

When a serve is clearly a fault then call "fault"; do not return obvious faults.

Self-Umpiring

Tennis practices a code of "self-umpiring" so children need to learn how to make line calls (if any part of the ball touches the line then the ball is called "in"). If you have any doubt about a line call then the ball is called in. If you feel like your opponent is continually making bad calls then put your racket down and get an official if available.

Close Calls

If you cannot clearly tell whether your opponent's shot is in or out, it's in. You must be 100 percent sure you're making the correct call, so the benefit of the doubt goes to your opponent if there's any uncertainty on your part. To be safe, return all of your opponent's shots regardless of whether it's in play, and call the shot out in a clear voice if you know that it's out.

You should not make calls on your own shots that land on the other side of the court. You have to respect your opponent's decision and trust that they're an honest player.

In doubles, you should not call balls wide if you are on the far sideline and your partner is closer to the ball. Most likely, your partner has a better angle to judge whether it landed in or out, so rely on your teammate's judgment. Similarly, let your partner make the call if you are receiving a serve and your teammate is standing near the service line. He has a better angle to see the ball, and you should trust that he will make the right call.

Self-Control

During the game players need to remain in control:

Control your mouth (no swearing or offensive speech)

Control the balls (return the balls to the opposition and don't hit them in anger) Control your racket (don't throw your racket, kick it, or hit it on the court)

Parents and Supporters

Parents and supporters are not allowed on the courts during the match unless a Court Supervisor/Official gives permission. There are viewing positions to watch the games and this is not courtside where the players sit during a change of ends.

Coaching or line calling is not permitted by spectators. Parents and supporters are there to encourage good play whoever the player is. Don't be afraid to call for help if you need it at any time. Comments like "move your feet", "hit to their backhand", or "stay focused" are regarded as advice giving or instructional. "Good shot", "Great rally", or "Well done" are encouragement. Give encouragement rather than instruction.

Other

Remember to bring sun protection, a bottle of water and some healthy snack food or fruit.

Take your time: don't rush yourself. Take your time between points so that you can focus, but play to the pace of the server.

Be sure to drink water every time you change ends.

If there are chairs you may sit for a maximum of 90 seconds at end changes, but not after the first game of each set or during a tiebreaker.

Keep the ball in play: Most matches are won or lost due to too many unforced errors.

Be respectful of your opponent. While it's fine to celebrate your successes it's not polite to pump your fists, hiss "yes" or high-five spectators when your opponent makes an error.

Apologise if you win a lucky point or if you accidentally hit your opponent with a ball.

Enjoy the game, not just the win: Always remember that tennis is a great game, a lot of fun and a place to make new friends. You're out there to enjoy yourself!

Recording Results

The winning team captain is responsible for loading the results on the MatchHub website within 48 hours of the fixture ending. See the attached guide "How to Load Results in MatchHub" for details.