School Carnival Guidelines

Guidelines and information for the Tennis South Australia Red Ball School Carnivals

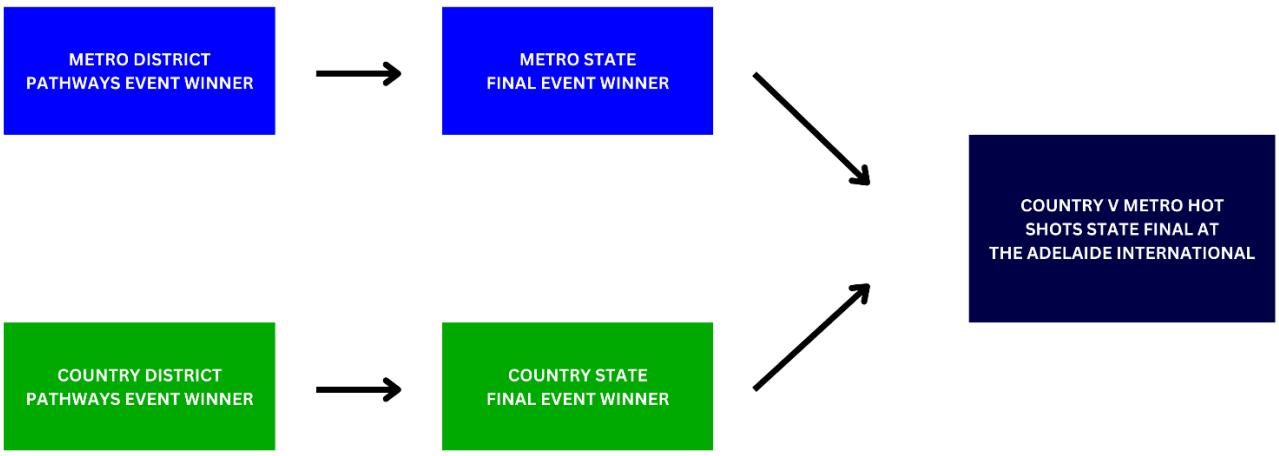
ABOUT:

Tennis SA hosts a number of Primary School Hot Shots carnivals through metro and regional areas across South Australia. These carnivals are typically aimed at students in Grade 3-4, and utilise modified equipment, numeric scoring, and mixed gendered teams. At each of the carnivals there are two streams (**Participation & Pathways**) to allow for a positive experience for each student, based on any prior involvement with tennis. Ultimately, these events aim to introduce students to the sport of tennis and provide a pathway for students to continue their tennis journey.

Pathways: Ideal for intermediate players who can serve/rally.
Participation: Ideal for beginners with no tennis experience, focus on participation.

In 2024, 218 schools participated in carnivals across the state, with over 9900 students taking part. For many, these events may have been an introduction to tennis, in a team-based environment that encourages sportsmanship and enjoyment. Through the pathways program, Tennis SA hosts a metro and regional state final event, for the schools that are victorious at their local carnival. This saw 30 schools from across South Australia attend the State Finals in 2024, with an opportunity to play-off at the Adelaide International for the winning metro and regional schools. Tennis SA will continue to provide students this opportunity throughout 2024.

WHAT IS THE PATHWAYS STREAM?



EQUIPMENT SPECIFICS:

Tennis SA will provide the necessary equipment to run the carnival.

- 21 or 23-inch Tennis Hot Shots racquets for participating players.
- Low compression (25%) red tennis balls.
- 5.5 or 6 Metre Tennis Hot Shots nets as required; alternatively, barrier tape may also be used.
- Tennis brand barrier tape (Used for additional nets).

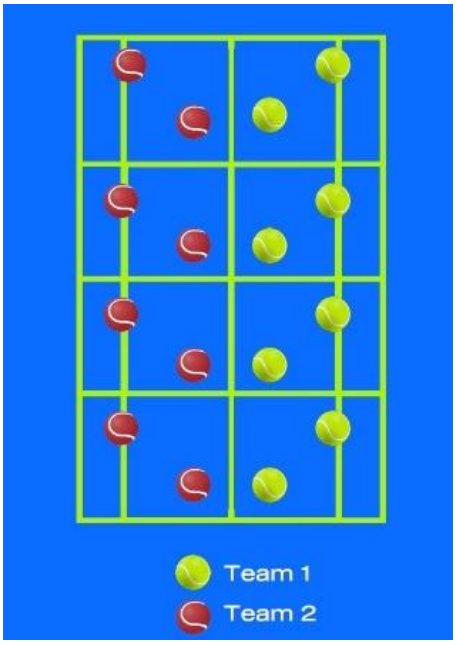
It Is recommended that schools and participants bring their own racquets If available. If you are unable to supply your own racquets, Tennis SA will provide them for you.

TEAMS:

- A majority of district Hot Shots Carnivals Involve Students In year 3 & 4 although there are some instances where Year 5 & 6 are invited also.
- Teams must be mixed gender (minimum 2 boys or girls).
- 8 players per team, teams can have rotation of reserve players, but only 8 can participate at any given time.
- Schools can enter multiple teams (one teacher required for every 3 teams).
We recommend utilising parent helpers to help teams move to their allocated match court. Ideally each team should have one adult team supervisor.
- Tennis SA need to be informed which stream students will nominate in (Pathways or Participation).
- All players to wear school sports uniforms.

COURT SETUP:

- 4 X Red Ball tennis court per full size court.
- 5.5m/6M Nets In a row from the baseline to the net on both sides.
- Courts to be set up the following way 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 If the courts are setup on an unusual surface (E.G Basketball court, grass etc.



FORMAT:

1. A round robin draw is created (typically 6-8 rounds).

2. Matches are timed using music as a reference point (duration of match is subject to number of rounds) and all begin and end at the same time.

3. It is the teacher in charge, or team supervisor's role to move each team to their allocated court.

4. Matches are scored numerically e.g., 1-0, 1-1, 2-1 etc.

5. Players umpire themselves and play **two** matches per round. Once the first match has been completed, one team will switch so that each pairing will play a different doubles team.

6. Teams score 1 point for each set won that are tallied up throughout the round robin. If teams are tied on sets, then the result is based off who won the match up between those two teams. If teams did not play each other, it is then based off the points won.

7. Only matches within the pathways stream will be recorded. All matches played in the participation stream will be strictly for fun so no need to keep a record of these matches.

Example of a final score:

Southern Seals		Northern Nighthawks	
Team A	21	Team A	19
Team B	16	Team B	20
Team C	18	Team C	15
Team D	20	Team D	23
Team A	22	Team B	11
Team B	14	Team A	26
Team C	15	Team D	18
Team D	23	Team C	16
Total Sets	4	Total Sets	4
Total Points	149	Total Points	148

RULES:

1. To begin, players do rock, paper, scissors, and the winner chooses to serve or receive.
2. The point will only begin If all four players are standing behind the baseline.
3. First and second serves are to be a drop bounce hit over the net to either receiver who must let the ball to bounce once before returning*. If the ball lands outside the court lines or lands in the net it is a 'fault', and the player serves again. If a player serves a fault on the second serve, then the opponent wins the point.
4. If the ball touches the net on its way over and lands on the other side it's called a 'let', and the player serves again.
5. If the ball bounces twice, the player hits the ball out or into the net, the opponent wins the point.
6. Players cannot reach over the net or touch the net during a rally otherwise it is the opponents point.
7. Unsportsmanlike behaviour such as deliberately wasting time, dangerous play or abusive language needs to be reported to the TSA employee or Team Supervisor who will then penalise the player by forfeiting the set.
8. When the music stops to end the match, players finish the rally then gently tap racquets and wait on their court for their score to be collected by the supervisor.
9. If a set is tied at the end of the allocated time, players then play next point wins to decide who wins the set.

*If a serve is hit before bouncing, the server wins the point.