

School Games Competition

Tennis Volunteers Workshop



This workshop has been designed to train a workforce ahead of a Year 3&4 Red Ball School Games competition.

If you wish to deliver the official Tennis Leaders Course please contact your [LTA regional office](#) for a resources order form, and visit [here](#) for further information. The Tennis Leaders qualification is a 5 hour course; this workshop is designed to be delivered in an hour - it can be extended or shortened as relevant to the group and the time available.

Objective

By the end of the workshop students will...

1. Understand and demonstrate how to score a timed tennis mini tennis red competition
2. Understand and apply key skills of officiating

Outcome

Students will confidently officiate a practice timed tennis mini tennis red competition

Resources

To deliver this workshop you will need the following in addition to the resources included:

- Mini Tennis Nets and/or Barrier Tape
- Mini Tennis Rackets (21 or 23 inch)
- Mini Tennis Red Balls
- Masking Tape, Chalk or Throw Down Lines to create the courts (volunteers could set up courts time allowing)
- Score cards
- Clipboards
- Pens / Pencils
- Round robin template

Round robin templates for different size draws, score sheets and guidance on how to set up courts are available at <http://www.tennisfoundation.org.uk/discover-tennis/school/competitions/school-games-tennis-toolkit/>

Competition Background and Format

The Year 3&4 Red Ball Competition is an introductory competition so should be a fun event and encourage all students to pick up a racket again!

- Teams are made up of 4 players, 2 boys and 2 girls
- Timed Tennis with all matches will all start and end at the same time
- Singles match
- Tie break points scoring (1-2-3-4 etc.)
- The competition will be a round robin format with the winners from each box progressing through to semis and finals (*explain as relevant to the competition*)
- The overall winner will progress to the Level 3 final playing against other boroughs
- There should be at least one umpire per mini court to officiate each match

Rules

Depending on the knowledge of the volunteers, a detailed explanation of the rules may need to be given. It is worth clarifying the rules with volunteers and school staff and players ahead of the start of the competition, especially in regard to underarm serving and the ball not bouncing. Appendix 1 is a rules question sheet; this could be used as a verbal or written assessment of understanding (if written, it could be given to volunteers prior to the workshop).

Finishing the Point

- When the ball goes in the net it means the rally or point ends
- Missing the ball means the rally or point ends
- If the ball bounces twice the rally or point ends (except for wheelchair players)
- Missing two serves is a double fault
- When the ball goes out the point ends

Serving rules:

- Bounce and hit not allowed
- Do the action but miss the ball is a service fault
- Players get two serving chances - first and second
- Two service faults = double fault and loss of the point
- Both feet must stay behind the lines or it's a foot fault
- Under arm and overarm serving is allowed
- In returning the serve the ball must bounce

During the Point

- Touching the net with the racket is not allowed
- When a volley is hit at the back of the court, even if the ball is going out, play continues
- If the ball hits the net and goes in:
 - on a serve, it's a 'let' and the server serves that serve again
 - in a rally, play continues
- If a ball hits a player, the opponent wins the point
- Play the point again if a ball or another player gets in the way, or if players are unsure of a ball being in or out (a 'let')

Scoring

Again depending on the volunteers' previous knowledge and experience it may be necessary to give a demonstration on how to use a tie-break score card.

To decide who is serving first, the Umpire should spin the racket / toss a coin. The winner gets to decide whether they serve or receive first. The Umpire should write the name of the player who serves first in the top box.

Name	R			L	R			L	R
Name		L	R			L	R		

A completed example and comprehension questions can be found in Appendix 2. This could be done as a written or verbal assessment.

Teaching Point: Umpires should be calling the score after every point with a clear loud voice. They should also be giving instructions to the players as to which side they serve from, calling lets, and calling relevant faults, to ensure that play starts when they are ready (rather than the players) and the point is stopped when they see a fault.

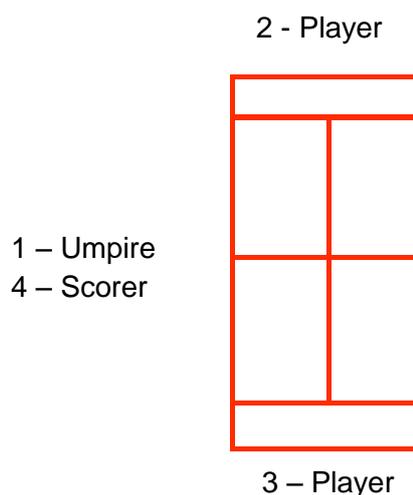
****It may be beneficial to demonstrate rules and scoring through a demo match, giving students a chance to use the score sheet and the teacher / coach clarifying the use of the score card and rules.

Practice Competition

Place students in groups of approximately 4 (minimum 3).

Use the rotation below (or similar dependent on numbers) so each student will have the opportunity to umpire.

Play timed matches, ensuring that the time of each round will give every student a chance to umpire (where possible, and dependent on how long the previous two sections have taken, make rounds the same length of time as they will be in the official School Games competition).



After each round umpires ensure that players shake hands and when both players are together give the final score making it clear who won! The score sheet is then given to the competition referee. Volunteers then rotate to the next position.

Teaching Point: Encourage feedback to be given from the volunteers as well as teachers/coaches to the umpire and scorer. Consider voice projection, correct application of the rules, overall control of the match and correct use of the score sheet.

If there are 3 in a group then the umpire should also score. If there have more than 4 volunteers in a group then additional roles can be included: a second scorer (ensuring same score line), court supervisor (who's role it is to take score sheets to the competition referee and get the referee if there is a problem during a match), a timer.

Don't forget to Tweet us pictures of your Workshop and Competitions

@TennisFndation #schoolstennis

Visit www.tennisfoundation.org.uk for more on schools tennis and competitions

Appendix 1: Rules of Tennis Question Sheet

Serving

Players use a serve to start a point.

1. What line must the server stand behind to serve?
2. Which direction do players have to serve?
3. Where must the ball land for the serve to be in?
4. How many attempts to get the serve in does a player get for each point?
5. If the ball hits the net and still lands in, what should happen?
6. If the server misses both their serves, they lose the point. What is called if they miss both serves?

Service Return

Players return the serve with either a forehand or backhand groundstroke.

7. Are players allowed to hit the return before the ball has bounced?

During the Point

After the serve and service return, players hit the ball back over the net until one wins the point.

8. After the serve and return there are 3 ways that a point can be won / lost can you name them
 - a.
 - b.
 - c.
9. If a player touches the net with any part of them or the racket during a point, what happens?
10. If the ball lands on the line is it in or out?

Rules of Tennis Answer Sheet

Serving

Players use a serve to start a point.

1. What line must the server stand behind to serve?
Baseline
2. Which direction do players have to serve?
Diagonally
3. Where must the ball land for the serve to be in?
In the service box (between the net, service line, centre line and side line)
4. How many attempts to get the serve in does a player get for each point?
Two. They only get a second serve if they miss their first serve
5. If the ball hits the net and still lands in, what should happen?
It is a "let" and the server gets to take the serve again.
6. If the server misses both their serves, they lose the point. What is called if they miss both serves?
Double Fault

Service Return

Players return the serve with either a forehand or backhand

7. Are players allowed to hit the return before the ball has bounced?
No. If the returner hits the ball before it lands then they lose the point

Finishing a Point

After the serve and service return, players hit the ball back over the net until one wins the point.

8. After the serve and return there are 3 ways that a point can be won / lost can you name them
 - b. Ball does not first bounce inside the court (between baseline, side line, and net)**
 - c. Ball does not go over the net**
 - d. The ball bounces twice before a player hits it**
9. If a player touches the net with any part of them or the racket during a point, what happens?
That player loses the point
10. If the ball lands on the line is it in or out?
In

Appendix 2: Tie Break Scoring

Question Sheet

Example

Name	R			L	R			L	R			L	R		
Kyle Edmund	0	0	1	2	2	3	3	3	3	4	4	4	5	6	6
Name		L	R			L	R			L	R			L	R
Andy Murray	1	2	2	2	3	3	4	5	6	6	7	8	8	8	9

1. Which player served first in the match?
2. What was the score after 3 points?
3. On the 7th point who served, and which side did they serve from?
4. What was the score after the 13th point?
5. At the end of the match what was the score?
6. Who won the match?

Appendix 2 Tie Break Scoring

Answer sheet

Example

Name	R			L	R			L	R			L	R		
Kyle Edmund	0	0	1	2	2	3	3	3	3	4	4	4	5	6	6
Name		L	R			L	R			L	R			L	R
Andy Murray	1	2	2	2	3	3	4	5	6	6	7	8	8	8	9

- Which player served first in the match?
Kyle Edmund
- What was the score after 3 points?
Kyle Edmund 1, Andy Murray 2
Or 2-1 to Andy Murray
- On the 7th point who served, and which side did they serve from?
Andy Murray served from the right hand side
- What was the score after the 13th point?
Kyle Edmund 5, Andy Murray 8
Or 8-5 to Andy Murray
- At the end of the match what was the score?
Kyle Edmund 6, Andy Murray 9
Or 9-6 to Andy Murray
- Who won the match?
Andy Murray