



2020 SunSmart Schools Tennis Classic

Event Guidelines

INTRODUCTION

The Sunsmart Schools Tennis Classic is the largest participation Tennis Tournament in Western Australia and has been running since 1935. It is an inter-school, teams event catering to both **Metropolitan** and **Country** schools across the state. There are 5 major events contested in the Sunsmart Schools Tennis Classic.

- **Slazenger Cup**, (incorporating the **Mursell Shield**, Years 7 - 12 Senior High School
- **Herbert Edwards Cup**, Years 7 - 9 Junior High School
- **Academy Plate**, Years 3 - 6 Primary School
- **Country Academy Plate (Mixed Boys and Girls)**

For the full event schedule and to nominate your school please visit:

<http://www.schoolsportwa.com.au/interschool/primary/tennis/>

<http://www.schoolsportwa.com.au/interschool/secondary/tennis/>

For further information and inquiries please contact, Tournament Director, Jason Marrable:
jmarrable@tennis.com.au , 0466 356 207.

Format: **The Metro Schools Classic Events:** *Slazenger Cup, Herbert Edwards and Academy Plate* have separate boys and girls competitions.
The Country Academy Plate is a single mixed boys and girls event.

Draw and Schedule: The complete draw and schedule for each event will be emailed directly to each nominated school prior to the event. For inquiries relating to the draw please contact: jmarrable@tennis.com.au

Entry Fees: **\$55 for each team and each event entered.**
(Country Schools are charge only \$55 per school regardless of team numbers).
All fees include GST.
Please DO NOT send in any entry fees! School Sport WA will invoice the school after the event.

Venues: Multiple Metro Tennis Club venues and Country Venues are used for the event. Please consult the School Sport WA website above for venue details.





RULES & REGULATIONS

1. Entry

Schools nominating more than one (1) team in any given event **must rank their teams from strongest ability to lowest ability**. For example, Tennis West School Team 1 will be stronger than Team 2, which is subsequently stronger than Team 3. Schools will be emailed a player registration and team composition excel template after nominating their teams.

Team lists must be submitted prior to start of relevant competition.

Players may compete in only one (1) event of the 2019 SunSmart Schools Tennis Classic (e.g. a player playing in Herbert Edwards Cup may not compete in the Slazenger Cup/Mursell Shield).

2. Team Make-Up

The Slazenger Cup / Mursell Shield, Herbert Edwards Cup and Academy Plate events have a separate boys and girls competition, with teams comprising of four (4) to six (6) players. The **Country Academy Plate** is a mixed competition comprising teams of a minimum of two boys and two girls. Four players are listed for the singles matches and then any four players from the team can play the doubles in a round. Participants must play in their Competition Tennis Rating (CTR) order. Individuals that have the same CTR can alternate in the team's order. This team list shall be maintained throughout the tournament without change.

In all events, teams must comprise a **minimum of 4 players per team**, with a **maximum of six (6)**. In the case of a 5-6 player team, players can change mid round and/or after each round (after each new school team they compete against). In the case of an injury, a player may be replaced mid round, but not mid match.





In the event that a substitute is required for a team this person will enter the team in the order of merit, as approved by the teacher. The rest of the team shall move up/down accordingly. A player playing as a substitute cannot be a player from another Sunsmart Schools Tennis Classic event. Once a player has played as a substitute he or she may not enter any other Schools Tennis Classic event or team in 2020. Only those players involved in a match on court are allowed in the court during match play. Coaches, teachers and team players may support from outside the courts. Applications may be made to the SunSmart Schools Classic Tournament Director for dispensation to enter a mixed team in the Academy Plate Event.

3. Order of Play

ALL EVENTS

The order of play shall be no.1 and no.2 singles followed by no.3 and no.4 singles.

Doubles matches will follow at the completion of singles matches, with the doubles pairings being as follows:

- The no.1 doubles pair to consist of the no.1 singles player and his/her partner
- The no.2 doubles pair to consist of the other two players
- **The Country Academy Plate** is mixed doubles, with the two number 1 players as the number 1 doubles pair, The no.2 doubles pair to consist of the other two players

In all competitions the team singles order must remain the same throughout the entire competition as those listed by the team captain on the first fixture card.

Teams must have all players ready to commence at the appointed time. Teams short at that time shall forfeit the relevant match after 15 minutes if there is a court available to start their match.



4. Tournament Format

Matches will be played on a time basis, 10 minute matches (may change at the discretion of the tournament director) and players shall finish the point when time is called. If the game score is a tied, players will play a sudden death point to determine a winner. Match times for finals may be extended, if time permits, to allow matches to be played out to a result.

Within the **Round Robin Phase** of the competition, students will play a best of 21 points match, with the service changing every five points. If scores are tied at 20-all, players will alternate serve every point until a two-point advantage is achieved or the match time runs out (in which case a sudden death point is played if scores are tied). Change of ends occurs every 10 points.

If the competition has a finals / elimination round, scoring will continue with the best of 21 point format as above for all matches except the **Final** or **Championship Match**. The the **Final** or **Championship Match** will adhere to the **FAST 4 scoring format**. A single-set is played first to four (4) games with **NO SERVICE LETS** and **NO ADVANTAGE** scoring.

- 4.1. At 3 games all, players must play a short first to five (5) point tie-break.
- 4.2. Players are to alternate serve every two points.
- 4.3. Players will only change ends after the first four points have been played.
- 4.4. In the case of a 4-4 point tie, the receiving player chooses the service side.
- 4.5. All games will be played using NO ADVANTAGE scoring with the receiver choosing the service side when the game reaches deuce.
- 4.6. No SERVICE LETS will be played – meaning if the ball hits the net cord on a serve and lands/bounces within the correct service box then play will continue.

Due to time constraints or delays, the scoring format for finals may change at the discretion of the tournament director and agreed upon by both school / team managers.



Academy Plate:

This event will be played using ANZ Hot Shots LOW COMPRESSION Green Balls. A drop or bounce serve will be allowed for a student's second serve if they require.

5. Determining a Match Winner

ROUND ROBIN, AND ELIMINATION FINALS

The winning team will be determined in the following way:

- A round shall be decided by the number of rubbers won. If the rounds are tied at 3 rubbers each, points from all matches will be added together, and the winner will be the team with the highest ratio of points-won to points-lost.
- In the event of a tie, the match is considered a drawn result.

CHAMPIONSHIP MATCH

The Championship match is the final elimination match to determine the competition winner. The winning team will be determined in the following way:

- A rubber will be decided by players playing **best of three (3) FAST 4** sets.
- The final shall be decided by the number of rubbers won. If matches are tied at 3 rubbers each, the team with the most sets won will be deemed the winner. In the event of sets being tied, the winner will be the team with the highest ratio of games-won to games-lost.
- In the event of time constraints, and If both team managers and the tournament director **unanimously agree** the Championship match may be played with each rubber decided by a single FAST 4 set.



INJURED PLAYERS, AND PLAYER ELLIGIBILITY

- If a team is unable to field a full complement of 4 players but has enough to field 3 illegible players the tie will still take place. The fourth singles rubber and the second doubles rubber will be awarded to the opposing team 21-0 (4-0 in Championship Match).
- Therefore it remains possible for a team of three to win if all three players win their respective singles and doubles; for example (4 rubbers to 2).
- The team must have commenced the day with four eligible players.
- The **Metro SunSmart Schools Classic Events** are separate boys and girls events
- If in the **Country Academy Plate** a team does not meet the minimum player requirement, any additional players will be regarded as an ineligible player.

6. School Responsibility

Schools are responsible for ensuring:

- A teacher / supervisor is provided, as specified, for each event.
- They obtain the most up to date information from Tennis West and School Sport WA.
- Communication of the rules, dates and any important information to players and parents.
- Students are informed of the alternative dates of play, should rain or some other unforeseen circumstance disrupt play.