

# North Taranaki Junior Tennis

## Manager Notes

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### Before the Game

- Check where you are playing on the website and organise transport for your team
- Make contact with the opposing manager if you think you are going to be late
- Remind your team that shorts/skirt with pockets (or ball holder) are essential
- Arrive at the venue 10-15 minutes early.
- **Orange and Green Grade Tennis games start at 3:45 – that means on the court ready to play at 3:45.**
- **Yellow and Black tennis games start at 5:30.**
- Fill out the score sheet and discuss with the Opposing team manager, the order the games will be played in and get the first game underway as soon as possible. (This is essential to avoid Orange or Green running late and imposing on the Yellow and Black grade playing time later in the evening)
- Note that doubles are to be played in singles order (ie 1&2, 3&4)

### During the Game

- Encourage your players to have 2 balls when they are serving. Provide a ball holder for them if they don't have pockets.
- Leave the players to umpire themselves if they can but be on hand to assist if they need it. Encourage other adult supporters to do the same.
- Leave the players to make the line calls where possible. If there are obvious wrong calls occurring constantly, then some intervention may be required.
- Help the players to get the next point underway promptly. This may involve encouraging the players to run to get the balls.
- Be available if any player has a problem on court. Liaise with the opposing team manager to resolve.
- Have the next player ready to go on (with balls) as soon as the game is over.

### At the end of the games

- Gather the balls up, write up and sign both score sheets (or get one of your players to sign).
- Submit score sheet to [sjphelps@callplus.net.nz](mailto:sjphelps@callplus.net.nz)
- Inform your Junior Convener of any unresolved issues

### Encourage your supporters to:

- Applaud good play and winning shots by both teams
- Keep outside the court area (unless they are helping to score or keep the play moving)
- Refrain from communicating with or coaching players verbally or otherwise during a match.
- Refrain from calling the lines from outside the court – the players call their own lines

Promote tennis as a fun game for life

# North Taranaki Junior Tennis

## Rules of the Game

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### Game Format

Refer to the Taranaki Tennis website for the game format and official rules: [Orange and Green Grade rules](#)  
[Yellow and Black Grade rules](#)

### Scoring

The first serve of a game is always made from the right side of the court and whoever wins that point is allocated 15 points, eg 0 – 15.

The second serve is made from the left side of the court and the winner of that point is allocated a further 15 points, eg 0 – 30 or 15 – 15.

Serves are made from alternate sides of the court with the scoring climbing 15, 30, 40.

If one team has 40 points and wins the next point, they win that game.

If both teams have 40 points this is called Deuce – see next section re playing normal deuce or short deuce.

### Normal Deuce

When both teams have 40 points, it is called Deuce and either team has to win 2 points in a row to win the game

The winner of the next point is given the “advantage” – and called as “advantage server” or “advantage receiver”.

If the team with the advantage wins the next point, they win the game.

If the team with the advantage loses the next point, the score returns to deuce, and the process repeats.

### Short Deuce (also referred to as sudden death deuce)

Whenever the score reaches deuce (40-40), the next point wins the game. The returning team can nominate who the server serves to on the deuce point.

### Tiebreaker

When the game scores are tied at the end of a set, a tiebreaker is played to determine who wins that set.

The next server serves one point from the RIGHT side. (Score as single points, ie 1, 2, 3)

The next server from the opposing team serves 2 points, one from the left and one from the right (starting on the LEFT side).

After these 2 points, servus returns to the first player or team who serves another 2 points, one from the left and one from the right (starting on the LEFT side).

This process continues until one team reaches 7 points, but you must win by 2 points. ie score can not be 7-6, must be at least 8-6.

Swap ends when the scores add up to 6, 12, 18, etc (this will always mean that the server serves one serve from one end (from the left) and then the 2nd serve from the other end (from the right)).

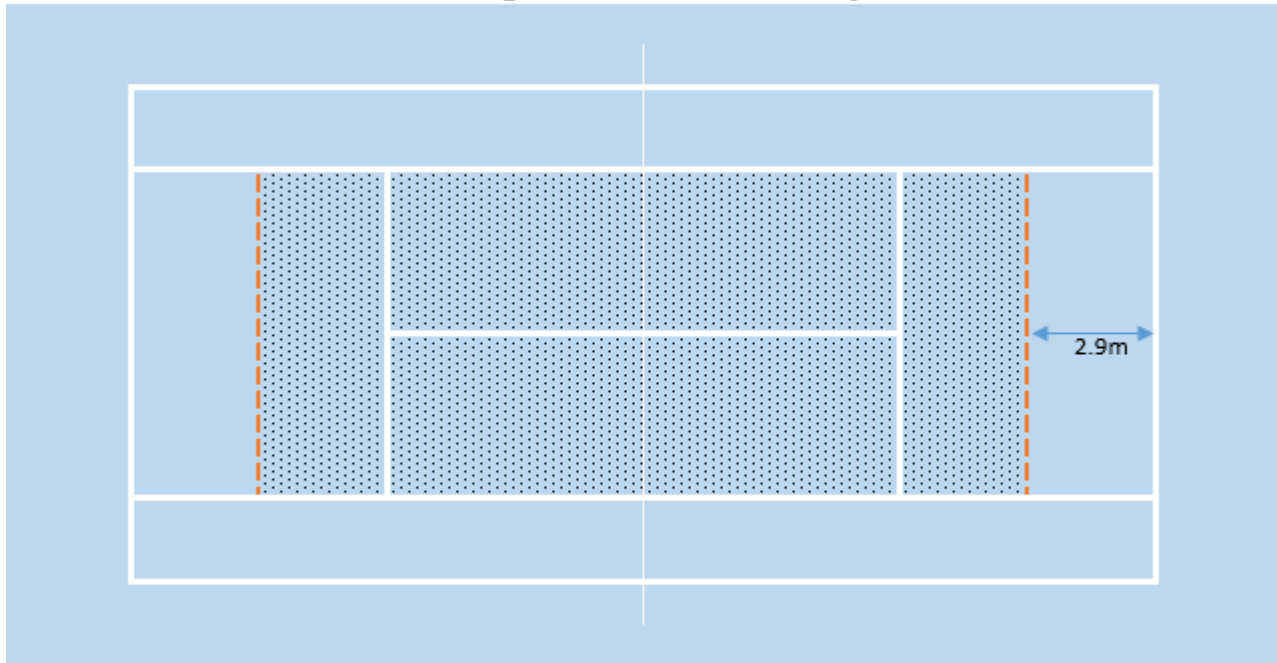
### Super Tiebreaker

When the set scores are even, eg 1 set each in singles, a super tiebreaker is played to determine the winner of the 3<sup>rd</sup> set (and therefore the ultimate winner).

Play as for a tiebreaker except first to 10 points wins (you must win by 2 points).

Results on Configure Rankings [www.tennis.org.nz](http://www.tennis.org.nz)

## Orange Grade Court Setup



Use drop down lines to create the base line (orange line)

The dotted shaded area is the playing area for both singles and doubles

Serve from the orange base line into the normal service box