

Mini Tennis Competition Rules

Sport Rules:

Setting up the competition

• The game is played on a badminton-sized court using mini tennis rackets (17" to 23") and sponge balls (use mini tennis red felt balls if playing outdoors). • As teams are made up of four players, each 'match' consists of four separate singles: Boy 1 v Boy 1 Singles, Boy 2 v Boy 2 Singles, Girl 1 v Girl 1 Singles, Girl 2 v Girl 2 Singles. • Players serve, over or underarm from behind the base line, diagonally into the opponents' service box. • The service ball must bounce before it can be returned. • All players can have up to two bounces of the ball. • Use a simple numbered scoring system i.e. 1, 2, 3, 4 etc. instead of the traditional 15, 30, 40. • Players score a point each time an opponent cannot successfully return the ball. • The player with the most points when the whistle goes wins! If it's a draw, play one point sudden death.

Rules of the competition

• Players must return the ball before it bounces a third time. The second bounce can be either in or out of the court boundaries. • Some players may already – or develop to be able to – play with one bounce, and this should be encouraged.

Organising the competition

• The serve is decided by a 'toss' or 'racket spin'. The nominated player serves the first point from the right; it then alternates every two points. • Use 'timed tennis' for this format – players play for a set period of time, until the whistle blows. Length of matches depends on time available/amount of entries, but normally last ten minutes. • Ensure your better player plays as Boy 1/Girl 1 to ensure the competition is an enjoyable experience for all

involved. • Each 'match' is set off to play and the final score entered onto the 'Mini Tennis Match Card'* and then the 'Round Robin Box Sheet'* would either be; 4-0, 3-1, or 2-2 – taking into account the individual results from each of the four rubbers. • These scores then add up to give a total points score for each team. • Individual match points can also be tallied in case of a tie and to make every point count.

