

Year 3 Tennis Challenge Cup

Cluster / Area Competition Format



The Tony Blair Sports Foundation Year 3 Tennis Challenge Cup is a competition run for **Year 3 children and below** with the aim of encouraging young players to gain an enjoyment of tennis and a realisation of the game itself. It is all about taking part and having fun!

Team Information

Schools enter a mixed team of 4 boys and 4 girls.

Each individual is ranked 1-4 (1 being the most able).

Format:

The competition is played in two rounds. In the first round the girls play a series of Mini Tennis Matches against girls from the other participating schools, ranked in groups 1, 2, 3 and 4 whilst the boys complete a series of tennis related skills. In the second round they swap over. Both matches and skills contribute to the team's final score.

Matches

Tie break scoring

- Tie break style scoring is counting 1,2,3,4 etc.
- The player, who first wins 7 points, wins the tie break game.
- If the score reaches 6-6 it is allowable to impose sudden death and the first to 7 points wins.
- It may be necessary to adapt the scoring according to the time and space available.

Rules about the serve

- The player starts off the point with a serve behind the baseline from the right hand side.
- The serve should go over the net diagonally and in court – underarm serves are quite acceptable.
- The players get a first serve and a second serve if they make an error on their first serve. If both serves are either out or into the net, their opponent wins the point.
- The player who serves first at the beginning of a match will serve for one point and then players continue to serve for 2 points first from the left and then the right hand court.
- Players are not allowed to let the ball bounce before they serve, please be flexible if they find it difficult in the early rounds of the competition.
- The receiver of serve must allow the service to bounce before they hit it back.

When the ball is in play

- If the receiver of serve hits the ball before the bounce he loses the point.
- During play (except when receiving serve) players may hit the ball either before or after one bounce.
- The ball must land in the court; if it lands outside the lines the opponent wins the point.
- During play the ball cannot bounce more than once before being hit.
- In the event of a ball hitting a player, that player loses the point
- If a player hits the ball without a bounce that would otherwise have not landed in the appropriate area, the point should continue.

Skills

Please note these skills will be used at Cluster / Area final. The Tennis Factory will be used at County & Regional level.

Egg and Spoon Race:

A race where children carry the ball on their racket, run to a designated marker, then pass the ball to the next person in their team. The change over must be completed without using hands to transfer the ball. The first team to complete wins.

Pass the Parcel:

The children stand in a circle and pass the ball from racket to racket. They count the number of passes made and the team with the highest number of passes without the ball dropping wins. If the ball drops to the floor then the children simply start again from 0.

Footwork Cones then throwing into a large bucket:

Children take a ball and step in/out of a series of cones or ladders. When they reach the end of the ladder, they throw the ball into a large bucket or target. Teams with the most balls in wins.

Hitting into a large bucket or target:

The children balance the tennis ball on their racket whilst stepping in/out of a series of cones or ladders. Take the ball off the racket and then try to hit the ball into a large bucket to score for their team.

Hitting tennis cans down:

The children stand in pairs on either side of the court (width ways) 2 children from each team at a time. A can is placed in the middle of the court; pupils aim to knock the can over by hitting the ball along the floor back and forward to each other. The ball is controlled using the racket and not by using hands. When time is called the players change over. The team with most can knock down points wins.

<p>EGG AND SPOON RACE</p> <p>X team</p> <p>□ cone</p> <p>⊂ racket each 1 ball per team</p>		<p>Balance the ball on the racket. Carry the ball around obstacle, pass without using hands racket to racket The change over must be done correctly</p>	<p>The first team sitting down in a straight line is the winner</p>	<p>Points: If 4 teams 1st – 4pts 2nd – 3pts 3rd – 2pts 4th – 1 pt</p> <p>Adjust the scoring according to the number of teams</p>
<p>PASS THE PARCEL</p> <p>1 racket each 1 ball per team</p>		<p>Ask an adult or student to count the team score. Pass the ball racket to racket in a circle without using hands Pupils call out score</p>	<p>Count the score until the ball is dropped. Start counting from 1 again</p> <p>Remember your best team score</p>	<p>Highest score 1st 1st – 4pts 2nd – 3pts 3rd – 2pts 4th – 1 pt</p>
<p>THROW INTO BUCKET</p> <p>1 bucket of balls</p> <p>H Ladder bucket</p>	<p>X X balls</p> <p>X catch/collect X</p>	<p>2 teams run through the ladder and throw the ball into the bucket as many times as possible in the time allowed The other 2 teams collect overthrows, then change over</p>	<p>1 ½ minutes</p> <p>Place your rackets safely in a neat pile out of way</p>	<p>A ball that bounces into the bucket and out counts. Hitting the rim does not</p>
<p>HIT INTO BUCKET</p> <p>1 racket each 1 bucket of balls</p>	<p>Same lay out as above</p>	<p>Hit the ball into the bucket with racket. Each team has as many goes as they can in the time</p>	<p>1 ½ minutes</p>	<p>A ball that bounces into the bucket and out counts. Hitting the rim does not</p>
<p>CAN KNOCK OVER</p> <p>4 cans/targets 2 rackets per team 1 ball per pair</p> <p>X - 2 members of a team</p>	<p>X X X X X X X X</p>	<p>2 from each team hitting a rolling ball along floor. The other 2 team members cheer from a safe place. Count number of can knock downs. Change over.</p>	<p>1 ½ minutes</p>	<p>Adult/student to count for each team. Players must have their feet behind the side line when striking ball. Players may run in to collect the ball and stand the can back up</p>

Additional Information:

Equipment:

Balls: Indoor Matches – Sponge
Outdoor Matches - Red Felt

Rackets: Mini Tennis Red = Max. 23 inches

Further explanation of the event can be obtained from:

British Tennis North East & Cumbria

0191 522 5005

NEandCumbria@LTA.org.uk