



AICES 15yrs Tennis 2020

Date	Nominations – Thursday 22 nd October 2020 Girls - Wednesday 4 th February 2020 Boys – Friday 6 th November 2020
Venues	All Players - Cintra Park Gipps Street, Concord Phone 9744 2767
Time	Girls - 9.30am registration 10.00am Start Boys – 8.30am registration 9.00am Start All players must arrive at least 30mins before start as pools may change. All players must sign in on arrival. Please phone if you are running late – 0437406739
Food	Limited canteen facilities available (Pies, Sausage Rolls etc)
Acceptances	Maximum of 40 players will be accepted. Details on the AICES Website
Pool Games	Players will be placed into 8 pools with each player playing all other players in their pool. Each pool will consist of 4 or 5 players. At the conclusion of the round robin the top two players (TBC) from the each pool will advance to the selection knockout. If 2 are tied on points in their pool then the head to head result will be used. If 3 or more are tied then games for and against will be used. Players finishing 3 rd or lower in their pool will play a repechage knockout.

Wet Weather – if there is a chance of rain a decision will be made at 3.00pm on the day before and posted on the website. The decision must be made this early to allow students from country schools to cancel accommodation and travel arrangements.

Rules

- Pools may be adjusted on the day
- Players must commence games immediately after taking the court
- All pools will be FAST 4 or FAST 5 (best of 7 or 9 games). In games traditional scoring 15, 30, 40 is not used. One point is given for each point won.
- All matches will be played using no-advantage scoring, with the receiver choosing the service side when the game reaches deuce (3-3).
- 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, play will continue.
- Tiebreak - a short tiebreak (first to five points, sudden death at four points all). Receiver chooses side.
- No Advantage - At Deuce next point wins with receiver choosing which side to receive from.
- If players are equal at the end of the pool games the head to head result will be used. If still equal games for/against will be used.