## **Court Monitors**

- Parents will serve as court monitors. If at all possible, please try <u>not</u> to monitor your own children.
- Each court will have at least one monitor, two at the most.
  Teams can decide at their matches how they would like to work this out.
- Monitors should be familiar with tennis rules and scoring and remain "team neutral", helping both teams with scoring, encouragement, etc.
- Monitors will:
  - Guide players on how to spin the racquet. They will most likely know how to do it already, but help them if there is any confusion.
  - Help players keep up with the score. Please remind them if they forget. You can also correct them if the wrong score is called out.
  - Players should call their own lines. <u>Kids will not</u> <u>always make the right call</u>. They will play out balls as good and may call in balls out. Use this as a teaching opportunity during the match. Ask the child where the ball bounced and use this as a teaching moment in making the correct call. If there are many bad calls by a player, please notify the team captain so they may speak to that player.
  - It is the responsibility of the player that hits a double bounce to call it. Court monitors should help players to call a double bounce if the children do not call it themselves.
- Remember that this is 10 and Under Tennis and is supposed to be a fun, learning, supportive experience for the kids. We want them to be players for life and by making it fun for them we can encourage them to continue with the sport.

## Courts, Balls & Scoring

## 8 & Under:

- Court Size: 36' x 18', 2'9" Net Height, up to 23" Racquet
- Red Low Compression Ball, 4's and 5's may use foam ball if needed (must be agreed upon by both team managers)
- Format: 4 singles followed by 1 doubles. A player may play one singles match in addition to one doubles match.
- <u>The Serve</u>: Overhand, underhand or bounce serve. Ball can be tossed in if child is having trouble serving.
- Scoring: Best of 3 games. First to win 7 points wins the game.
  First to win 2 games wins the match. Third set will be scored as 1-0 on the scorecard. Change sides after each game.
- Before the match starts and after the racquet spin, have the children pick which side of the net will be theirs (left or right).
- To help the children keep track of the score, monitors will give a clothespin to the player that wins the point. The player will then place the pin on "their" side of the net after they win a point.
- At the end of each set take the pins down and start fresh with the next set. You can leave a clothespin on the net to signify the winning of the set.