



# LTA YOUTH MATCHPLAY

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**ORGANISER  
GUIDE**



# WELCOME

## Introduction

**Welcome to the LTA Youth Matchplay Organiser Guide, designed to support coaches, competition organisers and referees with the delivery of LTA Youth Matchplay competitions.**

With your help, we want to give young players a fun and enjoyable introduction to tennis competition. Giving them a great experience when they attend an event.

We have launched LTA Youth Matchplay competitions with the LTA Youth Compete Pathway to provide the next step for players who have already been competing in Team Challenge competitions at their venue and are keen to start competing individually in their local area.

When players take part in an LTA Youth Matchplay competition they will get a great experience, with a consistent format at every event, supported by a simple online entry system. Organisers will be equipped with a range of great resources to help them deliver a fantastic experience to players.

The purpose of this organiser manual is to tell you everything you need to know about how to deliver one of these competitions and ensure the players have a fantastic time and want to keep returning to your competitions!

## LTA YOUTH COMPETE – OVERVIEW

The LTA Youth Compete framework offers competitive opportunities for players, supporting them to access appropriate competition at a local venue.

The framework enables players to start competing in local, fun and recreational competitions before progressing to more formal tournaments at local venues.

The LTA Youth Compete online CPD training module, available for coaches, competition organisers and referees, provides an overview of the three competition products in the LTA Youth Compete framework:



# YOUTH

### TEAM CHALLENGE

Team Challenge is a great way to introduce kids to competition.

It's local, fun and you play as part of a team.



# YOUTH

### Matchplay

Matchplay is often your first experience of individual competition.

You will play some singles matches in a non-elimination format and at least one doubles for fun.



# YOUTH

### LOCAL TOUR

Local Tour is a quick scoring tournament format.

Everyone will get a number of singles matches and we will find an overall winner.

You must have completed the 'LTA Youth Compete' online training before delivering your first LTA Youth Matchplay competition.

## LTA YOUTH COMPETE REWARDS

The LTA Youth Compete products are supported by a reward scheme that encourages players at Red, Orange and Green to play competitive tennis matches. Players earn rewards based on the number of matches they play at each ball colour.

Matches played in LTA Youth Matchplay and LTA Youth Local Tour competitions will count for LTA Youth Compete Rewards (along with matches played in other LTA Approved Grade 1-6 competitions).

Players will receive the following when they play the relevant number of matches at each ball colour.

**1 Match** > Email: Congratulations on playing your first match!

**10 Matches** > Email and digital certificate

**20 Matches** > Email and exclusive LTA Youth Compete t-shirt

**40 Matches** > Email and exclusive LTA Youth Compete hoodie

### Competition Age Groups

The LTA Youth Compete products are supported by a reward scheme that encourages players at Red, Orange and Green to play competitive tennis matches. Players earn rewards based on the number of matches they play at each ball colour.



# LTA YOUTH MATCHPLAY – OVERVIEW

LTA Youth Matchplay competitions will have six key features which will enhance the experience for both the organiser and the players.

The key features are laid out below and explained in more detail over the next few pages.

1. Individual Competition with a defined format
2. Welcoming and energetic organisers
3. Focus on developing the player
4. A level based play approach
5. Singles and Doubles Matches
6. Resources for the organisers and rewards for the players



## 1. Individual Competition with a defined format

- Players enter and compete as an individual.
- Two hours for Red and Orange and 2.5 - 3 hours for Green and Yellow, so the competitions fit with family life and other activities.
- A simple entry process with players accepted on a first come, first served basis.
- Events can be entered online so parents can plan in advance.
- Entry fee is set by the organiser, we would suggest between £10 - £15 depending on your venue and regional area.

## 2. Welcoming and energetic organisers

The organiser, who could be a coach, referee or competition organiser, will create a friendly and welcoming environment throughout the whole competition.

**Key requirements for a successful competition include:**

- A welcoming sign-in with a friendly and engaging organiser.
- An energetic welcome and introduction.
- A group warm-up which will include a physical warm-up and hitting before matches start (music is encouraged).
- A demonstration, including clarification of the rules and format for players and parents.

### 3. Focus on developing the player

- The focus is on development of skills, understanding of basic rules and awareness of key values, including fair play. This will help to develop the person as well as the player.
- When players are not playing they will have another role, e.g. scoring matches. Players will be involved in the competition even when they are not playing a match.
- The referee/competition organiser will support players to understand the rules and offer guidance to players.



### 4. A level based play approach

- Matchplays will be run using a round robin format, with a focus on level based play and lots of matches against opponents of a similar level.
- Players will be grouped with other players of a similar ability to ensure they get appropriate matches.
- There will be multiple winners rather than one overall winner.

### 5. Singles and Doubles Matches

- There will be a doubles element to every Matchplay competition. Doubles is great fun, with kids learning different tennis and social skills. It will provide a fun finish to the competition.

### 6. Resources for the organisers and rewards for the players

- Organisers will receive training and resources to support the delivery of Matchplay competitions, including an organisers guide, stickers, certificates and posters.
- Additional PDFs will be available to support organisers with formats and event schedules.
- Players will receive certificates and stickers. All Red, Orange and Green matches played will count towards the new LTA Youth Compete Reward scheme.

## ORGANISER OFFER

**As an LTA Youth Matchplay organiser you will receive the following exciting benefits:**

- Further training on the delivery of the new product – this will enhance your existing skills and be tailored to focus on elements that may be new to you.
- An exclusive LTA Youth Compete sweatshirt to help make you identifiable to players and parents at your events.
- An LTA Youth Compete clipboard to use when you are running your competitions.
- Promotional material templates – both print and digital – to help you promote your competitions to local players, coaches, venues and schools.
- Email templates to support your communication to players pre and post event.
- Access to the LTA TTP software and a free license worth 100 Euros.
- Certificates and stickers to distribute to your players.
- Support from your Regional Competition Development Partner.
- Your event will be visible in the LTA online tournament search tool.





# ORGANISING AN LTA YOUTH MATCHPLAY COMPETITION

LTA Youth Matchplay competitions will have six key features which will enhance the experience for both the organiser and the players.

There are three steps to organising your LTA Youth Matchplay competitions.

## Before your LTA Youth Matchplay Competition

### Planning for your competition:

- ✓ Ensure you have completed the LTA Youth Compete online training module.
- ✓ Apply for your LTA Youth Compete organiser resource pack.
- ✓ In conjunction with your Competition Development Partner, arrange and complete any other necessary training.
- ✓ Apply for, download and install your TTP license.
- ✓ Decide when you would like to run your Matchplay event and for which age group(s).
- ✓ Check court availability at your chosen venue and book the required number of courts (minimum of 2 courts needed) – you need to allow 2 hours for the Red and Orange event and 2.5-3 hours for the Green or Yellow ball event, plus set-up and take-down time either side of this – we would therefore suggest a court booking for one event is 3-3.5 hours long.
- ✓ Create your competition online, on the LTA Competition Management System, to ensure parents and players can find, view and enter your competition. Access to the LTA Competition Management System will be granted once you have completed the LTA Youth Compete online training. Further advice on using the LTA Competition Management System to create events is available at: [www.lta.org.uk/cmssupport](http://www.lta.org.uk/cmssupport)

### Before delivering your competition

- ✓ Accept the players for your competition on a 'first come, first served' basis – accepting the players in the order they entered your competition. Once you have reached the maximum number of players you can accept for your competition, any additional players will need to be placed on the reserve list.
- ✓ Email the players using the 'Pre-Competition email' template – ensure you complete the sections that are specific to your competition.
- ✓ Finalise your venue booking and ensure you have, or can borrow, all the equipment you need. (Balls, Nets, Lines etc.)
- ✓ Prepare for your competition by provisionally grouping the players based on the number of matches they have previously played.
- ✓ Decide on which warm-up activities you will use for your competition. For further support with this, contact your Competition Development Partner.

## On the day of your LTA Youth Matchplay Competition

- ✓ Arrive at your venue in plenty of time – make sure you are wearing your 'LTA Youth Compete' sweatshirt.
- ✓ Set-up your courts according to the age group that will be competing in your matchplay competition.
- ✓ Put up signage and banners to welcome players to your venue and to help them locate your competition.
- ✓ Set-up your sign in area so that you can give your players a friendly and reassuring welcome.
- ✓ Make sure you have everything else you need – prizes, score boards, timer, round robin groups, player name labels, etc.
- ✓ Deliver your event.

## After your LTA Youth Matchplay Competition

- ✓ Ensure you take all your equipment, including signage, with you before leaving the venue.
- ✓ Publish the results from your competition to the LTA website – this will enable players to view their match results and will ensure that the matches played are counted for the LTA Youth Compete reward scheme.
- ✓ Send the 'post-event' email to players to thank them for taking part – use it as an opportunity to promote your next competition!



# DELIVERING YOUR LTA YOUTH MATCHPLAY COMPETITION

To ensure all the key elements of an LTA Youth Matchplay are included in your event you should aim to adhere to the following timelines:

- Welcome – 5 mins
- Warm-up and match demonstration – 10 mins
- Singles matches 60-120 minutes depending on ball colour and number of courts
- Doubles matches – 30 mins
- Presentation – 5 mins





## Welcoming the players

- Ensure that you have a clear sign in area
- Remember that players and parents may be nervous at this point so ensure you go above and beyond with welcoming everyone – first impressions are important
- Take this opportunity to speak to the player, by asking some questions which may also help with sorting the boxes, for example:
  - Where do you play your tennis?
  - Have you played any competitions before?

### Welcome Speech

- Once all your players have signed in (or at the time your event is due to start), call all the players together on court (ideally in front of the parents so they can also overhear your welcome).
- Welcome the players to your competition, thank them for coming and outline how the competition will work.
- Be friendly and enthusiastic, set the tone for a fun competition that is about the players enjoying themselves!

## Warm-up and match demonstration

### Physical Warm-Up

- Get all the players together on court – make sure you have a large enough space (move Red Tennis nets to the side if necessary).
- Deliver an on-court, physical (no rackets needed!) warm-up for the players using the session plans provided online.
- Make it fun and do your best to make sure everyone joins in!
- Keep it short and varied.

### Match Demonstration & Racket Warm-Up

- Bring the players together next to a court so you can demonstrate the match /scoring format.
- Make sure there is a visual demonstration rather than just talking to the players – you can play yourself or use players from your competition to demonstrate.
- Include the parents – it is good for them to understand the match format.
- Start by outlining the size of the court – explain what is ‘in’ and ‘out’ and remember to highlight the area that players need to serve into.
- Explain how players will score matches and include other basic rules e.g. the ball can only bounce once etc.
- Tell players they must ‘high five’ at the end of every match and encourage them to congratulate their opponent if they play a good shot.
- Explain that when they are not playing, players may be asked to do other roles e.g. score matches, collect balls, etc.
- Encourage players to pair up with someone they don’t know (encouraging social and communication skills) and do a racket warm up (aka a knock up). Once the racket warm-up has finished bring all the players together and start the matches.





## Singles matches

- Give one final reminder to players of the scoring format they are using e.g. First to 10 points at Red and Orange, 1 FAST4 set at Green and Yellow.
- Start the first round of singles matches – assign two players to every court, and if you are using scorers make sure someone is assigned to each court.
- Complete the matches using the order of play that has been created in your TTP file.
- As much as possible assign roles to the players that aren't competing – ask them to collect balls, fill out scoreboards, score matches, etc.
- Depending on the size of your round robin groups you may need to organise additional matches for the players once the first groups have been completed. As a guide players should get the following number of matches as a minimum:
  - Red: 5 singles matches
  - Orange: 4 singles matches
  - Green and Yellow: 2/3 singles matches

## Doubles matches

- After the singles matches have been completed (approximately 60-120 minutes depending on ball colour and number of courts) bring the players back together and explain that you will now play some fun doubles matches.
- Pair players together and do some matches. Use scoring format first to 10 at Red and Orange, 1 FAST4 set at Green and yellow. Rotate players, so they play with and against different people.
- Players should get 1-3 doubles matches at each competition.
- The emphasis should continue to be on having fun!



## PRESENTATION

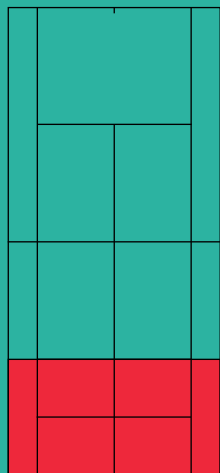
**This is one of the most important parts of your competition. If players (and parents!) leave feeling happy, they will be more likely to come back to another one of your competitions and to keep playing tennis.**

- Make sure you thank everyone for coming and congratulate all the players on playing some great tennis and having fun.
- Hand out the stickers and certificates provided in your organiser pack, encourage the players to complete the sections on the reverse of their certificate – they can record how many matches they played, what they learned, what they enjoyed most about the competition and give themselves a score for their effort during the competition.
- Deliver the presentation in front of parents and thank them for their time as well!
- Finish your presentation by telling the players when your next event will be taking place.

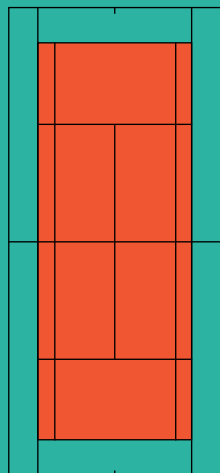


# TENNIS COURT SET-UP AND SCORING FORMATS

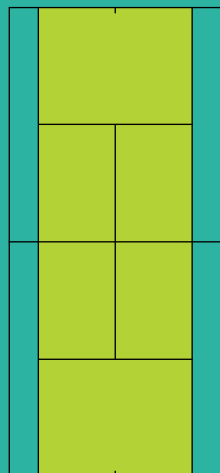
Red - 36' Court



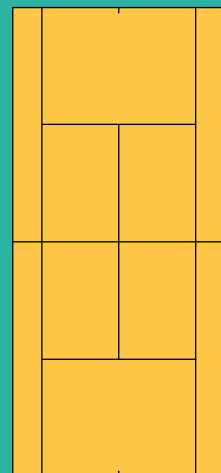
Orange - 60' Court



Green - 78' Court



Yellow - 78' Court



## Red court set-up and scoring format

- Red courts can be set-up to allow two-four Red match courts per full size tennis court.
- The dimensions of a Red court are 11m x 5.5m, with a net height of 80cm.
- Badminton courts can be used for Red matches.
- The scoring format for a Red match in an LTA Youth Matchplay competition will be one tie break, FIRST to 10 points. To ensure matches run to time.
- You can view a video on basic rules and scoring a Red match on the LTA website: [www.lta.org.uk/8-9-10-competitions](http://www.lta.org.uk/8-9-10-competitions)

## Orange court set-up and scoring format

- To create an Orange court on a full-sized tennis court you will need to use roll-out or throw down lines to add additional sidelines and a baseline.
- The dimensions of an Orange court for Singles matches are 18m x 6.5m. The net height is 80cm.
- For LTA Youth Matchplay competitions it is permitted for 2 Orange courts to be set up on one full sized tennis court.
- The scoring format for an Orange match in an LTA Youth Matchplay competition will be one tie break, FIRST to 10 points.
- You can view a video on basic rules and scoring an Orange match on the LTA website: [www.lta.org.uk/8-9-10-competitions](http://www.lta.org.uk/8-9-10-competitions)

## Green and yellow court set-up and scoring format

- A Green court is the same size as a full-size tennis court – so no additional set-up is required. The net height is the same on both the Green and Yellow courts – 91cm.
- The scoring format for a Green or Yellow match in an LTA Youth Matchplay competition will be one FAST4 set – read the rules for FAST4 matches below.
- You can view a video on basic rules and scoring a FAST4 match on the LTA website: [www.lta.org.uk/8-9-10-competitions](http://www.lta.org.uk/8-9-10-competitions)

## FAST4 Scoring

FAST4 Tennis provides a simple, exciting way of speeding up a conventional tennis match. The fundamentals of tennis remain the same, but there are innovative rules that ensure matches are fast, competitive, exciting and can be completed in a reasonable period of time.

- First to 4 games wins – hence the name FAST4. It doesn't matter how you get there, just make sure you get to four before your opponent does.
- Tiebreak at 3 games all – at 3 games all a tiebreak is played, first to 7 points, 2 clear at 6-6.
- No-ad scoring – as soon as a game gets to deuce it's a sudden death point. The receiver chooses which side will take the serve. This applies to doubles too with the receiving pair deciding who returns the point.
- Normal service let rule – if the serve clips the net and lands in the service box, then a let is played.