

THE PROGRESS TOUR

Mini Challenger Tour

RULES AND REGULATIONS

WHO CAN PLAY?

The Mini Challenger Tour events are in a co-ed format. We operate events for children of all levels of experience. Team Red is for players 6-8 years old, Team Orange for 7-9 year olds, Team Green for 9-10 year olds, and Team Yellow for 10-11 year olds.

TOURNAMENT FORMAT

Phase I of MCT events are played in a round robin format, with players in each group battling it out for their final group positions. Players are then drawn into compass shootout draws in Phase II, where they will compete for their final standings in the event. The events provide every competitor with a minimum of six matches over the course of the event

MATCH FORMAT

Timed matches (please see page 2) with an easy to understand scoring system, i.e. 1, 2, 3, 4 etc.

Players swap serves every 4 points, and do not change ends. Every point played counts towards a player's score. If the scores are equal at the end of the timed match, one additional deciding point will be played.

EQUIPMENT & COURT MEASUREMENTS

COURT MEASUREMENTS

L: 11-12m x W: 5-6m
Net height: 80-83.8cm

L: 18m x W: 6.25-8.23m
Net Height: 80-91cm

L: 23.77m x 8.23m
Net Height: 91.4 cm

L: 23.77m x 8.23m
Net Height: 91.4 cm

RACKET SIZE

43-48cm

53-58cm

63-68 cm

66-73 cm

TENNIS BALL

Red Ball

Orange Ball

Green Ball

Yellow Ball



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- Games are started and finished by a blow of the whistle.
- The nominated person serves for the first point from the right hand side of the court; and alternates in a left-right pattern for four points. The serve swaps every four points between players.
- When serving, the ball must not bounce before being hit. The serve can be hit either 'over-arm' or 'under-arm'.
- Serves should be hit diagonally, landing anywhere in the opposite diagonal quarter of the court.
- Players stay at the same end of the court for the entire match.
- Each court should have a helper/scorer, who calls out the scores and helps out with decisions, completing a Progress Tour scoring card for each match, and returning the card to the event referee for verification at the end of each tie.
- Phase 1 will see each player compete against all other players in their group, for a set time (Team red - 8 minutes, Team Orange - 12 minutes, Team Green & Yellow - 24 or 36 minutes)
- Players scores are then tallied at the end of Phase I with players placed in their group according to total number of points won, rather than wins.
- Phase II groups players into shootout compass draws according to their group standings, and players will play out the event to conclusion in timed matches (Team Red - 10 minutes, Team Orange -12 minutes, Team Green & Yellow - 36 or 54 minutes).
- Opponents in Phase I become teammates in Phase II with an emphasis placed on support, teamwork and camaraderie.
- The appropriate tennis balls should be used for all matches (see page 1).
- Prizes are awarded for the highest achieving team, shootout winners and 'Sportsmanship' award