



# THE PROGRESS TOUR CHINA

## JUNIOR WARRIOR TOUR

### *16U CATEGORY*

## RULES AND REGULATIONS

### WHO CAN PLAY?

The 16U Junior Warrior Tour is open to players born in 2005 or 2006. Children of all skill and experience levels are encouraged to participate and will be accepted to the tournaments on a first come, first served basis.

### TOURNAMENT FORMAT

Phase I of U16 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 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

All matches will be best of three sets with two short sets up to 4 games in phase I and two full sets up to 6 games in phase II. In case of a third set, a championship tie-break (up to 10 points) will be played to decide the match. At 3 games all a standard tie-breaker (up to 7 points) is played. Traditional tennis scoring i.e. 15, 30, 40 etc. is used and advantage points are played at 40-40





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- A spin of the racket will determine who can decide on serving/returning/ends.
- Maximum 5 minute match warm-up before the start of the match.
- Standard yellow tennis balls should be used for all matches.
- Matches will be best of 3 sets with two short sets up to 4 games OR two full sets up to 6.
- At 3 games all (during short sets) or 6 games all (during full sets) a standard tie-break is played to decide the set.
- In case of a third set, a championship tie-break (first to 10 points, 2 points clear) will be played to decide the match.
- Players may be required to play up to four short set matches and two long set matches, as so scheduled by the Progress Tour designated referee.
- Rest between matches is at the discretion of the Progress tour referee, and a recommended minimum rest of 20 minutes (short set matches) or 45 minutes (long set matches).
- Events may take place over single or multiple days.
- Players must make themselves available to play on all days of the event and agree to participate in all scheduled matches at any stage of the event.
- The Progress Tour China Code of Conduct will be in operation and will apply to all parties behaviour prior to, during and after a Progress Tour China event.
- Phase 1 will see each player compete against all other players in their group and Phase II groups players into shootout compass draws according to their group standings, and players will play out the event to conclusion.
- Opponents in Phase I become teammates in Phase II with an emphasis placed on support, teamwork and camaraderie.
- Prizes are awarded for the highest achieving team, shootout winners and 'Sportsmanship' award