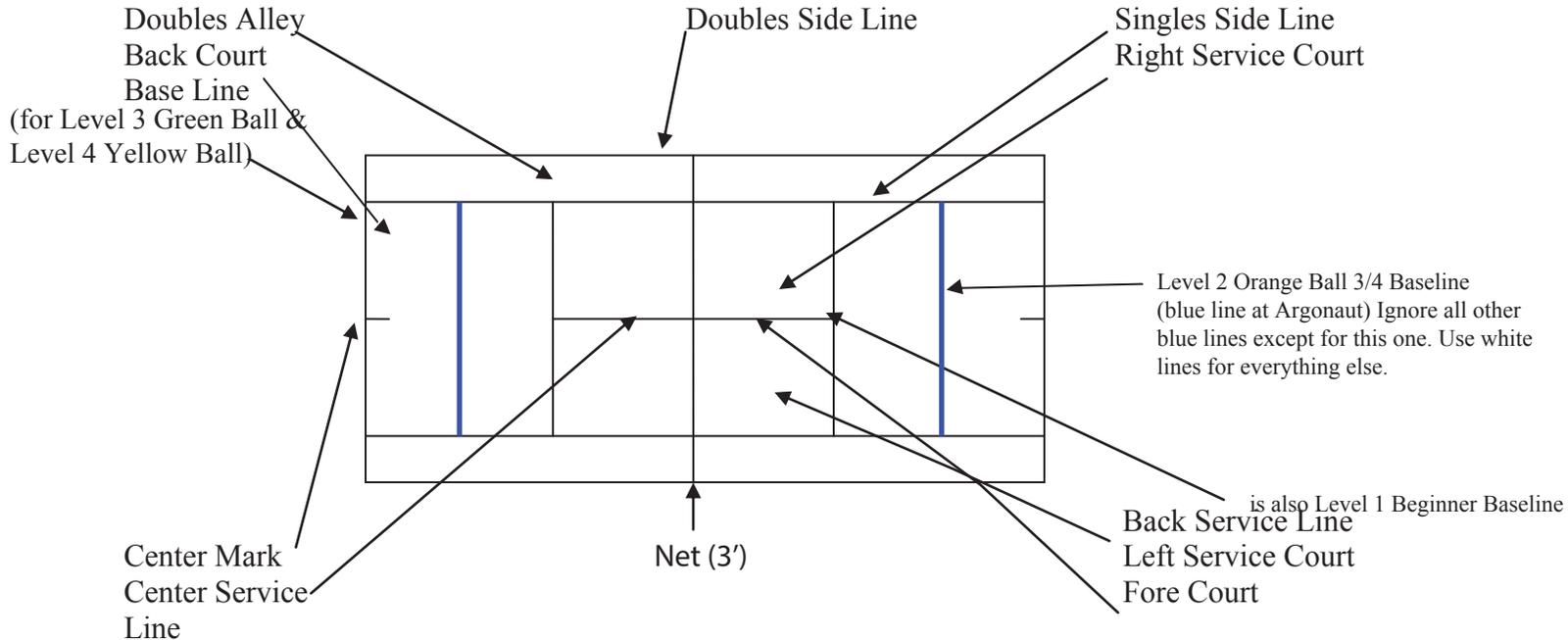


TENNIS RULES STUDY GUIDE

I. THE TENNIS COURT:



II. TENNIS RULES:

A. Single's Game: (Two people total)

1. The player winning the coin toss or spin of the racket may choose to:
 - a. To be server or receiver
 - b. Choose the side of the net. (Hint: If it is sunny out, may want to be on the side **not** facing the sun)

B. Double's Game: (Four people; two on each side)

1. The same rules apply for doubles as for singles, with these exceptions:
 - a. The outside boundary lines enclosing the alleys are used. (This does apply to the service, which must still fall inside the service court.)
 - b. Order of service: **A** and **B** are partners against **C** and **D**. First game: **A** serves, Second game: **C** serves, Third game: **B** serves, Fourth game: **D** serves, etc. This order is maintained throughout the **SET**. (A **SET** is the winning of six games or by winning two consecutive games after each team has won five games.)

III. SERVICE:

A. Delivery:

1. Both feet of the server must be behind the baseline and inside of the center mark and the singles sidelines. (If they are not it is called a FOOT FAULT) The server loses the point.
2. Must toss the ball into the air and strike it before it touches the ground.
3. Must serve across the net into the diagonal court.
4. Shall start in the right court in every game.
5. After the first point they alternate courts.
6. Any ball striking a line is FAIR or IN.

7. Server has two (2) chances on each serve to get it in the correct court. (The first error or goof causes a FAULT.)
8. May not serve until the receiver is ready. (Calling out the SCORE is a good way to say you are ready to serve and the server should always call their score first.)

B. Faults:

1. Foot fault by stepping over the line.
2. The ball is sent anywhere outside the boundaries of the diagonally opposite service court or into the net.
3. The server misses the ball in attempting to strike it.
4. Two (2) faults in succession is called a DOUBLE FAULT and the server loses the point.

C. Let: REPLAYS THE POINT

1. The ball tips the net and falls into the correct service court.
2. The ball is served when the receiver is not ready.
3. There is any outside interference during the serve or during the play following it.
4. Any play where there is a question of being legal.
5. When a LET is called during any circumstance- the ball is replayed.

IV. No-Ad SCORING:

A. Game:

- Lovezero (nothing)
- 1st point.....15 (fifteen)
- 2nd point.....30 (thirty)
- 3rd point.....40 (forty)
- 4th point.....Game.....provided one player or team is two (2) points ahead.

Player/Team must win the next point AFTER 40. For instance, if the score is 30-40, the player/team must win *one more point* after 40 to win the game. It is NOT first one to 40. Its first one to win one more point after 40.

40-40 is called “Deuce”

The receiving player/team gets to pick which side of the court they want the serve.

Whoever wins the Deuce point, wins the game.

V. CHANGING SIDES OF THE COURT:

- A. Players change sides of the net after every ODD NUMBER of games
(Such as 1, 3, 5, 7, ect.)

VI. A SET: First team to win 6 games.

In Junior Tennis, the sets are timed. You may end up with a score above 6.

VI. A MATCH: Next scoring unit after SET. Best 2 out of 3 sets.

In Junior Tennis, you win your “match” after each set. Scores of all players are also added together to determine which team won the overall “match” for that day.

TENNIS TERMINOLOGY

1. Backhand: Stroke used to hit balls on the left side of a right handed player and on the right side of a left handed player.
2. Forehand: Stroke used to hit balls on the right side of a right handed player and on the left side of a left handed player.
3. Lob: A high arching shot that lands near the baseline.
4. Serve: The stroke used to put the ball into play at the beginning of each point.
5. Volley: The stroke used to hit the ball in the air before it has bounced.
6. Rally: Hit ball back and forth for long periods of time.

EQUIPMENT: COURT, RACKET, AND AT LEAST TWO BALLS

ETIQUETTE THOUGHT: Begin each point with two balls in server's possession. Saves time and helps keep track of the faults on the serve.

