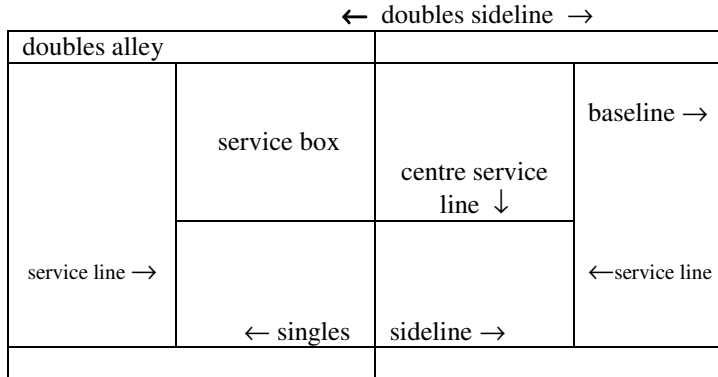


# "PLAY TENNIS" HANDOUT # 1

## Knowing the Court and Scoring

### KNOWING THE TENNIS COURT



### SCORING:

- You need to win 4 points to win a game; 6 games to win a set.
- Servers score is called first; server should announce score before starting each point:

No score:	<i>Love (from the French "l'oeuf")</i>
First Point:	<i>15</i>
Second Point:	<i>30</i>
Third Point:	<i>40</i>
Fourth Point:	<i>Game</i>

When the score is tied at 40 to 40 (3 points each), it is called *deuce*. One player must win two points in a row to win a game from deuce. The player who wins the first point after "deuce" is said to have the *advantage*, i.e. advantage server ("ad in") or advantage receiver ("ad out")

The first player to win 6 games with a margin of two games is the winner of the set. If the score goes to 6-6 in games, a tiebreak is played and the set ends 7-6. A match is best 2 out of 3 sets.

### "NO AD" SCORING:

This is a simplified scoring system that eliminates the need to win 2 consecutive points, once the score gets to deuce (40-40) to win the game. At deuce, the next point wins the game. It's like "sudden death", and is generally used to get many matches played where court time is limited. The person who is returning serve, gets to choose to which service box the server must serve to start the point, i.e., deuce side, or ad side.

### TIE BREAK SCORING

- The first player to score 7 points with a two point margin wins.
- The player who is scheduled to serve next in the rotation will serve the first point of the tiebreaker to the deuce court.
- The other player will then serve the next 2 point, one to the ad court, then one to the deuce court.
- The players then continue to alternate serving every 2 points, one to the ad court, then one to the deuce court until one player reaches 7 points with a 2 point margin (eg. 7-5, 8-6, 10-8).

# "PLAY TENNIS" HANDOUT # 2

## Rules and Etiquette

### RULES:

- Balls must be hit after one bounce or may be hit in the air (without a bounce).
- Balls landing on any part of the line are considered "in"; if the ball appears to touch any part of the line, it should be called good.
- Make your line calls promptly and clearly; use hand signals when appropriate;
- If a player or a player's racquet touches the net, the point is lost.
- If a ball is caught or hits any part of a player or racquet before it bounces, it is assumed to have been good, even if the person touching the ball is out of bounds or the ball was clearly headed out of bounds.

### ETIQUETTE:

- Going to/from the court: In order to walk on a court without disturbing adjacent courts, be sure to wait (usually at the back of the court) for the point to be completed on the court that you will be passing; then quickly move to the next court.
- Retrieving errant balls: If an errant ball comes on your court or one of your balls goes on an adjacent court, wait for the point to be completed prior to returning a ball or receiving back your ball.
- Spinning of the Racquet: Prior to the beginning of a match, players should spin their racquet to see who wins. The player winning has one of four choices to make - to serve, to receive, to select the end, or to require the opponent to choose.
- Calling Lines: as a general rule, never question a call of your opponent.
- Shaking Hands: you should shake your opponents and partners (if applicable) after a match.

### SOME SERVING TERMINOLOGY:

Ace:	A very good serve, which does not allow the returner to touch the ball.
Fault:	A first serve which does not land in the boundary of the service box.
Double Fault:	A second serve which does not land in the boundary of the service box.
Foot Fault:	When a part of the foot touches the court area prior to contact of the serve.
Let:	A serve that hits the net, then lands in the targeted service box. Replay the serve.