

Tennis Study Guide

Rules

1. The server must stand behind the baseline on the (right) court within the boundaries of the singles court when playing singles and within the doubles sideline when playing doubles.
2. All even points are played from the (right to left) court and odd number points played from the advantage court (left to right). The server shall not serve until the receiver is ready.
3. If the server misses his target twice, they lose the point.

Rule 4. The receiver can stand where he likes but must let the ball bounce in the service box. If the ball does not land in the service box, it is deemed a fault and a second serve is given. If the ball is hit by either opponent before the ball bounces, the server wins the point.

Rule 5. After the game, the opponents serve. Games equal 1. The first to win 6 games, by two, wins the set. The first to win 2 sets wins the match. If the score is 6-6, a tie-breaker is played. This is scored by one's. The first team to score 7 points winning by two wins the set. The tiebreaker continues until one side wins by two. Hence, Game-Set-Match.

Rule 6. If the ball goes into the net, or outside the boundaries of the court, the player who hit that ball loses the point. If the ball hits the net during the point and goes into the opponents court, the ball is in play. A player loses the point if he touches the net, drops his racquet while hitting the ball, bounces the ball over the net, hits a part of the surroundings such as the roof, or a tree, the ball touches him or his partner, he deliberately tries to distract the opponent.

Rule 7. A ball that lands on the line is good.

Scoring

If a player wins his first point, the score is called 15 for that player; on winning his second point, the score is called 30 for that player; on winning his third point, the score is called 40 for that player, and the fourth point won by a player is scored game for that player except as below:- If both players have won three points, the score is called deuce; and the next point won by a player is scored advantage for that player. If the same player wins the next point, he wins the game; if the other player wins the next point the score is again called deuce; and so on, until a player wins the two points immediately following the score at deuce, when the game is scored for that player.

