

Simplified Tennis Rules

Rule 1. Opponents stand on opposite sides of the court. The player who delivers the ball to start the point is called the **server**. The player who stands opposite and cross-court from the server is the **receiver**.

Rule 2. The right to serve, receive, choose your side, or give the opponent these choices is **decided by a toss** of a coin or racquet. If the choice of service or receiver is chosen, the opponent chooses which side to start.

Rule 3. The server shall stand behind the baseline on the deuce court within the boundaries of the singles court when playing singles and within the doubles sideline when playing doubles. All even points are played from the deuce court and odd number points played from the advantage court. The server shall not serve until the receiver is ready. Serves are made from the deuce court to the opponents service box on the deuce court. Advantage court to advantage box. If the server misses his target twice, he loses the point. If the ball hits the net and goes in the correct service box, another serve is granted. If the server steps on the baseline before contact is made, the serve is deemed a fault.

Rule 4. The receiver is deemed ready if an attempt is made to return the server's ball. 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 before the ball bounces, the server wins the point.

Rule 5. The server always calls his score before commencing with the serve.

Scoring:

Love means zero in tennis. If the server wins the first point, he gets a score of 15. The second point is called 30. In modern times the third point is called 40. (It was once called 45.) The next point decides the game. In summary:

Zero..... Love
First Point15
Second Point .. 30
Third Point 40
Fourth PointGame

If the score is 40-40, also known as **deuce**, the game is continued until one side wins by two points. **Advantage-In** means the server is ahead and will win if they take the next point. **Advantage-Out** means the receiver is ahead and will win if they take the next point.

Where did this strange system of scoring come from? In truth the origins of the 15, 30, 45, etc. are not known. However it is widely believed that the scoring system's roots stem back to medieval France. One possible explanation is that the scoring system is based on the presence of a clock face that was at the end of the tennis court. A quarter move of the hand was made after each rest, with the score being called as 15, 30, or 45 as the case might be. When the hand moved to 60, the circuit was completed and so was the game.

Rule 5. After the first game is complete, the opponent will serve. Games equal 1. The first player 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, the expression "Game, Set, and Match." (See "12 Point Tie-Breaker" on the next page.)

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 opponent's 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 **let** is called during the point if a ball rolls on the court or there is a distraction from someone besides the players on the court.

Rule 8. A ball that lands on the line is good.

Rule 9. If players serve out of turn or serve to the wrong person or court, the point or game will stand and order will be resumed following the point or game

The 12 Point Tie-Breaker: The 12 Point Tiebreaker is a scoring device commonly used to determine the winner of a set when the game score reaches 6-all in the set.

SINGLES:

1) A player who first wins seven points shall win the game and set provided he leads by a margin of two points. If the score reaches six points all in the tiebreaker, the game shall be extended until this margin has been achieved. Numerical scoring (1,2,3,etc.) shall be used throughout the tiebreaker.

2) The player whose turn it is to serve shall be the server for the first point, which is delivered from the right (deuce) court. His opponent shall be the server for the second and third points (delivered from the left (add) court, then the right court), and thereafter each player shall serve alternately for two consecutive points (left court, right court) until the winner of the game and set has been decided.

3) Players shall change ends after every six points and at the conclusion of the tiebreaker. Note that after any change of ends the server will be serving his second serving point (from the right court).

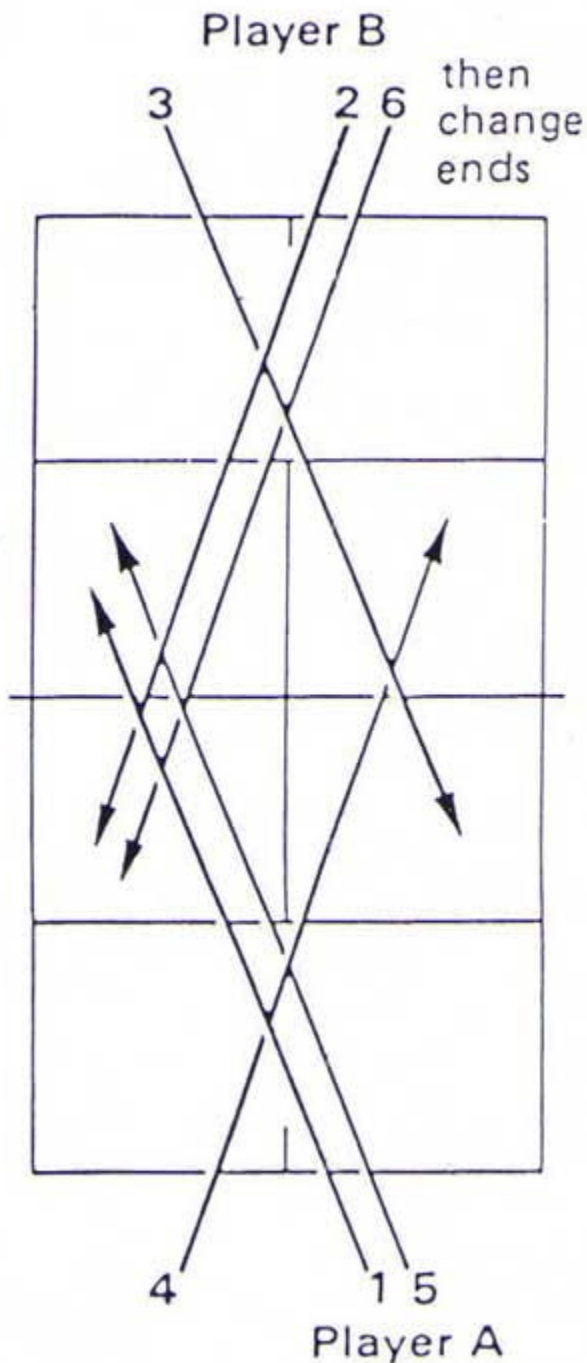
4) The player who served first in the set that ended in a tiebreaker shall receive service in the first game of the following set.

DOUBLES:

1) In doubles the procedure for singles shall apply. The player whose turn it is to serve shall be the server for the first point. Thereafter each player shall serve in rotation for two points, in the same order as previously in that set, until the winners of the game and set have been decided.

2) Players change ends after every six points and at the conclusion of the tiebreaker.

3) The team that served first in the set that ended in a tiebreaker shall receive service in the first game of the following set.



Common Rule Variations

No-ad: The first player or doubles team to four points wins the game. One side does not have to win by two points. When the game score reaches three points each, the receiver chooses which side of the court (advantage court or deuce court) the service is to be delivered on the seventh and game-deciding point.

Pro set: Instead of playing multiple sets, players may play one "pro set". A pro set is first to 8 (or 10) games by a margin of two games, instead of first to 6. A 12-point tiebreaker is usually played when the score is 8-8 (or 10-10). These are often played with no-ad scoring.