

1. TENNIS ETIQUETTE KEEP THE COURTS TIDY AND SAFE

Do not damage the court surface by leaving chewing gum, sticky drink spills or other foreign substances on the surface. Wear non-marking shoes at all times.

Do not leave metal caps from ball cans, ball cans, unwanted balls, paper cups, drink bottles or other litter on or around the court. Use litter or recycling bins when they are provided.

Ensure any equipment you are not using on court (spare racquet, bag, drinks, clothes etc.) is placed out of the way and will not present a hazard to players changing ends or moving for a wide ball.

Close the gate behind you when you enter or leave the courts.

2. RESPECT PLAYERS ON THE COURT (OR ON ADJACENT COURTS)

Talk quietly if you are near courts that are in use.

Do not cross behind a court while a point is underway. When the point is over, move quickly across the back of the court.

Spectators should not applaud players, errors, heckle players or call balls in or out (even if asked to do so). Players should avoid grunting or making other loud noises.

3. DON'T TRY TO WIN THE WARM UP

A player should make a special effort to hit his shots directly to his opponent at moderate pace to warm up all regular shots (forehand & backhand, ground strokes & volleys, overhead). Warm up serves should be taken before starting play. Returns of warm up serves should be hit to the opponent.

4. BE CONSIDERATE WHEN RETRIEVING OR RETURNING BALLS

If a ball from your court goes onto another court, wait for a break in play on that court (and any courts between you and the court where the ball stops) and then politely ask for the players on that court to return the ball.

If the ball presents a danger to a player, alert them immediately.

Return balls that come onto your court to the back of the court, at a break in play on that court.

If a ball comes into your court and disturbs your game, call a let and replay the point.

5. THE PRIME OBJECTIVE IN MAKING CALLS IS ACCURACY

A player calls shots landing in or aimed at his side of the court.

All out, let or fault calls should be made promptly.

Any doubt must be resolved in favour of the opponent. Any ball that cannot be called out with certainty is considered to have been good.

A player should call against himself any ball (except a first serve) he sees clearly out, regardless of whether he is requested to do so.

A player should acknowledge promptly if a ball touches him, he touches the net, he double hits a ball, if the ball bounces twice or if he hits the ball before it crosses the net.

A player may ask his opponent "Are you sure of your call?" If the player acknowledges any doubt he loses the point.

If a call is changed from out to good, the point is only replayed if the out ball was put into play.

A player shall not put into play or hit over the net an obvious fault.

TENNIS RULES - THE BASICS

STARTING THE MATCH

Before warming up with your opponent, either player or team will spin their racquet and the winner of the spin will have some options to choose from. They can choose one of these 3 options:

- To serve or receive
- The side of the court
- Or defer their choice to their opponent --but the opponent cannot defer back

Once the winner of the toss chooses one of the options above, the opponent has the remaining choice.

SCORING A GAME

POINT SYSTEM

Tennis has a different point system than most sports. Before we go into detail, here is your guide to scoring a game:

- 0 points= Love
- 1 point = 15
- 2 points= 30
- 3 points= 40
- Tied score= All
- 40-40 = Deuce
- Server wins deuce point = Ad-In
- Receiver wins deuce point = Ad-Out

WHO WINS?

In order to win the game, a player must win at least four points. If you are up 40-30, 40-15 or 40-love, and win one more point, you win the game. If the score is tied in a game or set, you use the term "all" when announcing the score. For example, if you and your opponent have both won two points in the game, the score would be 30-all.

WHAT IS A DEUCE?

The only time this is different is when both you and your opponent have won 4 points each and the score is 40-40. This is called deuce. When the score reaches deuce, one player or team will need to win at least two points in a row to win the game. When the server wins the deuce point, it is called Ad-In, but when they lose the deuce point, it is

called Ad-Out. If the team with the advantage (Ad-In or Ad-Out) wins another point, they win the game, or it goes back to deuce.

SWITCHING ENDS

Players or teams switch ends of the court on odd games. This means that after the first game is complete, they switch sides, as well as every two games after that.

TYPES OF TENNIS SETS

Now let's look at how many games you need to win a set. There are two main ways of scoring a set.

ADVANTAGE SET

In an advantage set, a player or team needs to win six games, by two, to win the set. This means that there is no tiebreak game played at 6-6. The set continues until one player/team wins by two games.

TIEBREAK SET

In a tiebreak set, a player or team needs to win six games to win a set. If the score gets to 5-5 (5-all), one player must win the next two games to win the set. If the score reaches 6-6 (6-all) in the set, a tiebreak game is played.

SCORING A TIEBREAK GAME

In a tiebreak game, the next person who was due to serve will start the tiebreak game, and serve one point to the deuce side of the court. The following two points will then be served by the opponent starting on the ad side. In doubles, the player on the opposing team due to serve will serve these points.

Players or teams switch ends of the court every six points (e.g. when the score is 4-2), and to score this tiebreak game, you use, "zero" "one", "two", "three", etc. The first player or team to win seven points, by two, wins the tiebreak. This means the score can end up being very high (e.g. 15-13) or as low as 7-0 through 7-5.

Whoever wins the tiebreak game, wins the set by a score of 7-6.

SERVING AFTER A TIEBREAK SET

Since the set is an odd-numbered score (7-6), whichever end of the court the players or teams ended up on when the tiebreak game finished, they will need to switch sides to start the next set. Whoever started serving the tiebreak game will be receiving serve in the first game of the next set.

SCORING A MATCH

The most common format used to play a tennis match is best-of-three tiebreak sets. This means that if you don't win the first two sets, the third set will decide the match!