

BASIC RULES OF TENNIS AND TENNIS ETIQUETTE

FIRST RULE OF TENNIS:

ALWAYS TREAT YOUR OPPONENTS WITH COURTESY AND RESPECT

1. Server/Receiver—Players stand on opposite sides of court. The person who delivers/hits the ball is the server and the other the receiver.
2. Spin of racket—The player that wins the racket spin may choose or require the opponents to choose the right to serve or receive. The other side shall choose which side he (she) wants to start on.
3. Beginning—Server waits on receiver to be ready and stands behind the baseline to put ball in play. Receiver must allow ball to bounce in service box before returning. In delivering the service, server stands alternately behind right and left courts beginning every game from the right side. Ball served shall go over the net and land in service court, which is diagonally opposite the server.
4. Faults—Service of a fault if server misses ball in attempting to serve, if ball does not land in proper court, or if ball touches anything before hitting ground.
5. Service after Fault—After a fault (if it is first serve), server serves again from the same side/place. If the second serve is also a fault, server loses the point.
6. Service Let—During service, a ball that touches the top of the net but lands in proper court is termed a let and counts for nothing. Serve is replayed. There is no limit to the number of lets.
7. Receiver becomes Server—At the end of the first game, the receiver becomes the server. Player's change ends at the end of the 1st, 3rd, 5th and subsequent alternate games.
8. Players lose point—Players lose the point if: ball hits ground twice, if ball hits any object (such as net post) before landing inside lines, if player or racket touches the net, if ball touches anything other than player's racket.
9. **Ball landing on the line is good. (Repeat...BALL LANDING ON ANY PART OF THE LINE IS GOOD.) Please talk to your players about the importance of making good line calls.**
10. Scoring—If player wins 1st point, score is called 15 for that player and love [zero] for the other player. The server's score is always given first. On winning the 2nd point, the score is called 30. On winning the 3rd point the score is called 40. On winning the 4th point, the score is called game. If both players have won 3 points, the score is called Deuce (same as 40-40). The player that wins the next point in no-ad scoring wins the point.
11. Set – A player who wins 4 games

THERE IS TO BE NO COACHING OR CALLING OF LINES BY PARENTS OR SPECTATORS DURING MATCHES.