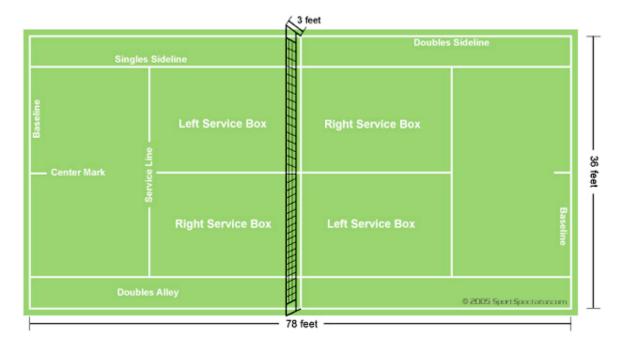
<u>Tennis Study Guide</u>

The Court:



How to Play:

• Play begins with a coin toss or racquet spin to determine who will serve first and which sides of the court each team will play on.

Serving:

• Whoever serves first serves the entire game; only when the serve is broken (opponent wins a game) does the opponent get to serve.

Faults in Tennis:

- Foot Faults The server must keep his feet behind the service line and between the center line and singles sideline. The player also cannot change the positioning of their feet when they serve (no walking or running into a serve). Crossing the line or moving your feet when serving can constitute a fault.
- Service Faults occurs when a player commits a foot fault or a specific serve-related infraction that includes missing the ball completely on a serve, serving the ball into a permanent structure, such as the net or the net post, or letting the served ball hit a playing partner or any part of the server or what she or her partner are wearing or carrying.
- **Fault Penalties** If a player commits a foot fault or a service fault, he can serve again. But if he commits a second fault or hits the ball out of bounds, he loses the point to his opponent on what is called a double fault. Play then goes to a second serve.
- Let A serve that hits the top of the net on a serve and goes into the proper service court is not considered a fault. Instead it is called a let and play is stopped. But instead of being penalized, as she would if the ball hit the net and bounced back onto her side of the court on a serve, the server simply gets to repeat the serve without any penalty.

Points are won when your opponent...

- Is unable to return the ball before it bounces twice.
- Strikes the tennis ball into the net.
- Returns the ball and it lands out-of-bounds.
- Double faults when serving

Scoring for a game:

- Points Earned 0 = 0 Games Points or 'Love'
- Points Earned 1 = 15 Game Points
- Points Earned 2 = 30 Game Points
- Points Earned 3 = 40 Game Points
- Points Earned 4 = Game Over (2 Point Advantage Required)
- Tied score at 40-40 = **Deuce** (Player must earn the next two points to win, or score reverts back to Deuce)
- The first competitor to score after the score is deuce is ahead by one point and now has what is termed in tennis as having the Advantage or 'Ad' for short. If the server was the first player to score after the game score is deuce, then the score is announced "Advantage In or Ad In." If the receiver was the first player to score after the game score is deuce, then the score is announced "Advantage Out or Ad Out."
- 'Game point' is announced when a competitor (server or receiver) is ahead by one to three points and only needs one point to win the game.
- 'Break point' is announced when the receiving competitor is ahead by one to three points and only needs one point to win the game and 'break' the server's serve.

***In a nutshell, a player must win at least 6 games (2 more than the opponent) to win a set, and win 2 out of 3 or 3 out of 5 sets in order to win a match, ensuring that there are no tied games.

Doubles Play in Tennis

- The game starts with a coin toss. The winners of the coin toss may choose to serve, receive, pick which sides of the court on which they'll start the match, or make their opponents pick one of these three options.
- Once you determine the serving order, the serving team puts the first point in play with a serve. One server serves an entire game, with the opposing team serving the next game, the second player from the first team serving the third game, and so one, so that each player serves one game in turn.
- Players must choose one side of the court, either left of right, on which to receive serve for the duration of one set. Players switch sides every odd-number game, with servers serving on the same end of the court for an entire regulation set.
- The scoring and faults are the same for doubles as they are for single play, except for the serving rotation which is explained above.