



SOUTHERN
TENNESSEE

BASIC RULES OF TENNIS AND TENNIS ETIQUETTE

1. Server/Receiver-players stand on opposite sides of the court. The person who delivers/hits the ball is the server and the other is the receiver.
2. Spin of Racquet- the player that wins the racquet 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 the ball in play. Receiver must allow ball to bounce in service box before returning. In delivering the service, server stands alternately behind the 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 touching 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 a fault, server loses the point.
6. Service Let- during service, a ball that touches the *top* of the net but lands in the *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. Players change ends at the end of the 1st, 3rd, 5th, and subsequent alternate games
8. Players lose point-Players lose the point if the ball hits the ground twice, if the ball hits any object such as net post before landing inside the lines, if player racquet touches the net, if ball touches anything other than the player's racquet.
9. Ball landing on the line is good. **REPEAT- BALL LANDING ON ANY PART OF THE LINE IS GOOD!!! A ball 99% out is 100% good!!!**
10. Scoring- if player wins first point, score is called 15 for that player and love (zero) for the other player. The server's score is always called 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 three points, the score is called Deuce (same as 40-40). The player that wins the next point in no-ad scoring wins the game.
11. 9 game sets- Players will play all 9 games in the set
12. There is to be no coaching or calling of lines by parents or spectators during matches. However, one parent may be assigned to a court by the coach to help beginners with keeping score, keeping the match moving, etc.
13. Each team adds up the total number of games won in all 5 sets to determine their total match score.



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PLAYER, SPECTATOR, AND TEAM ETIQUETTE

Besides the rules of tennis, there are also some important unwritten rules which come under the title of tennis etiquette. Tennis is a social game, a game involving simple politeness and consideration. Everyone will enjoy the game so much more if those standards are maintained. Here are some of the rules which are most important:

- Talk quietly when standing near tennis courts that are in use.
- Never walk behind a court when a point is in play. Wait until the point is over and then cross as fast as possible.
- Always come prepared. Bring not only balls but towels and water to drink
- Wear sneakers for tennis. Other shoes may wear out quickly, hurt your feet, or damage the court.
- At the beginning of each match, meet with your opponent at the net. Introduce yourself. Shake hands.
- To see who serves first, spin one racquet. Call up or down. If you win the spin, the choice is yours. You may serve first, or you may choose to receive first or to pick which end of the court you want to start playing on. As a third choice, you may make your opponent choose first.
- When sending balls back to a neighboring court, roll them back to the court. Never send them back while play is in progress.
- Retrieve balls for your partner and your opponent.
- Don't criticize your partner; rather, offer encouragement.
- Call your own lines and let your opponent hear the call. If the ball is good, say nothing and play on.
- Always respect the line calls of your opponent.
- If there is a disagreement, offer a "let." In other words, replay the point even if it was a second service.
- At the end of each match, meet your opponent at the net and shake hands.
- Report your scores to your coach/captain.