



TENNIS RULES

1. GENERAL RULES

- a.) Game time is forfeit time.
- b.) Limit warm-up to a maximum of 10 minutes.
- c.) Games will last no longer than 50 minutes.
- d.) Choice of end and service is decided by tossing a coin (or some other random method) prior to the start of each match.
- e.) Players will change ends after the third and sixth games.
- f.) The winner of the match is the person/team to win 8 games. Play is restricted to one match (8 games).

2. SERVICE

- a.) A player retains the right to serve for an entire game, after which it passes to his opponent.
- b.) For the first point in a game, the server must serve from behind his right-hand court. For subsequent points in the game, he/she serves alternately from the left and right side.
- c.) A serve must land in the service court diagonal from the server to be considered a legal serve.
- d.) Throughout the delivery of the service, the server must not change his/her position by walking or running, nor touch with either foot any area other than that behind the base line within the imaginary continuations of the center mark and the base line.
- e.) Delivery of the service is considered to be complete at the moment the racket strikes the ball.
- f.) If after a correct delivery the ball clears the net and then touches the receiver, or anything that he/she wears or carries, before hitting the ground, the service is considered good and the server wins the point.

DOUBLES PLAY: The partner who did not serve the first game shall serve the third. The opposing pair decides which partner shall serve the second game of the match and the other partner then serves the fourth game. This order is continued throughout the match so that each player serves every fourth game.

3. **SERVICE FAULT:** If the service is incorrectly delivered or lands outside of the correct service court, it is considered a fault. If the server misses the ball in an attempt to strike it, or if the ball, after being served and before touching the ground, touches a permanent fixture other than the net, strap or band, it is considered a fault. If a fault occurs, a second service is permitted. If the second service is also a fault, the server loses the point.
4. **LET:** If a let is called in regard to service, that service is replayed. If the service is correctly delivered, but the ball touches the net, strap, or band before falling into the correct service, a let is called. If the ball is served before the receiver is ready, a let is called. If the receiver attempts to return the ball, he/she is judged ready, a let will not be called.
5. **RETURNING THE BALL:** Players must strike the ball alternately. Before returning the ball after service, the receiver must wait until it bounces once. In doubles, each team may strike the ball only once on a return. If a player returns the ball outside a post, even though it touches the post, provided it hits the ground within the correct court, it is considered good. If the ball in play lands in the correct area but then rebounds or is blown back over the net, the player who is due to strike it may reach over the net to play the ball, provided that neither his/her clothing or racket touches the net.
6. **SCORING:** A game is scored as love, 15, 30, 40, and game, unless both players have won three points, in which case the score is called *deuce*. When the score is *deuce*, one player/team must win two consecutive points beyond *deuce* to win the game. The first point after *deuce* is called *advantage*. If the server wins the first point after *deuce*, the score is called *advantage in*. If the receiver wins the first point after *deuce*, the score is called *advantage out*.