

TENNIS

EXPLANATION OF SCORING:

1. THE POINT

- a. The smallest unit of scoring is the point

<u>Points</u>	<u>Name</u>
0	love
1	15
2	30
3	40
4	game (unless opponent has three points)

- b. "Deuce" is the name given the score when each player has 3 pts.
- c. The point won after deuce is called "advantage." If the server wins
If the server wins this point the score is "advantage in" or "ad in".
When a team is serving it is considered to be the "in" team. When a
team is receiving, it is the "out" team. Therefore when the
receiving team makes the next point after deuce, the score is
"Ad-Out"
- d. When the second point after deuce is won by the team that is
behind, the score goes back to deuce. When the second point is
won by the team who has the advantage, they win the game.
- e. The server's score is always called first. Thus, when the server
has one point and the receiver has 3 points, the score is "15-40"
- f. If a team has no points, their score is "love". Thus if the server
has 2 points and the receiver none, the score is "30-love".
- g. When the score is even, it is called "all". Thus, if each player has
two points, the score is "30-all".

2. THE GAME

- a. The second unit of scoring is the game. A team wins a game when
they gain 4 points without their opponents having won three points.
In the case of a deuce game, the team winning the "ad" point plus the
next one wins the game.

3. THE SET

- a. The third unit of scoring is the set. A set is won when one team
gains 6 games and the opponents not having won more than 4 games.
In other words, a team must win by 2 games.
- b. A deuce set results when both sides win five games before one side
is able to achieve a 6-4 victory. Thus, a deuce set starts when the
score is five all in games. In order to win the set, one side must have
two games more than the opponents.

4. SIMPLE RULES IN TENNIS

1. The server serves an entire game.

2. The server is allowed two chances to serve the ball over the net into the proper service court. The serving team loses one point if the serve fails a second time.
3. Server must stand behind the baseline when serving
4. Service starts in the right hand court and changes to the left and so on until the game is over.
5. If the serve is good, the receiver must hit it back over the net, only one bounce is allowed.
6. Whoever fails to get the ball back over the net, inside the boundary lines of the opponents court, loses the point.
7. One team serves one game, and then the other team serves the next, and so on until the set is won.
8. All balls landing on boundary lines are considered to be good.

5. DEFINITIONS

1. SERVER - Player who starts the ball in play
2. LET BALL- Ball which strikes and crosses the net and lands within the proper service court. A let ball during a rally landing within bounds is in play.
3. ACE - A service which is not touched by the opponents' racquet.
4. NET BALL - A ball which is driven into the net and does not go over.
5. RALLY- Any successive hits between players.