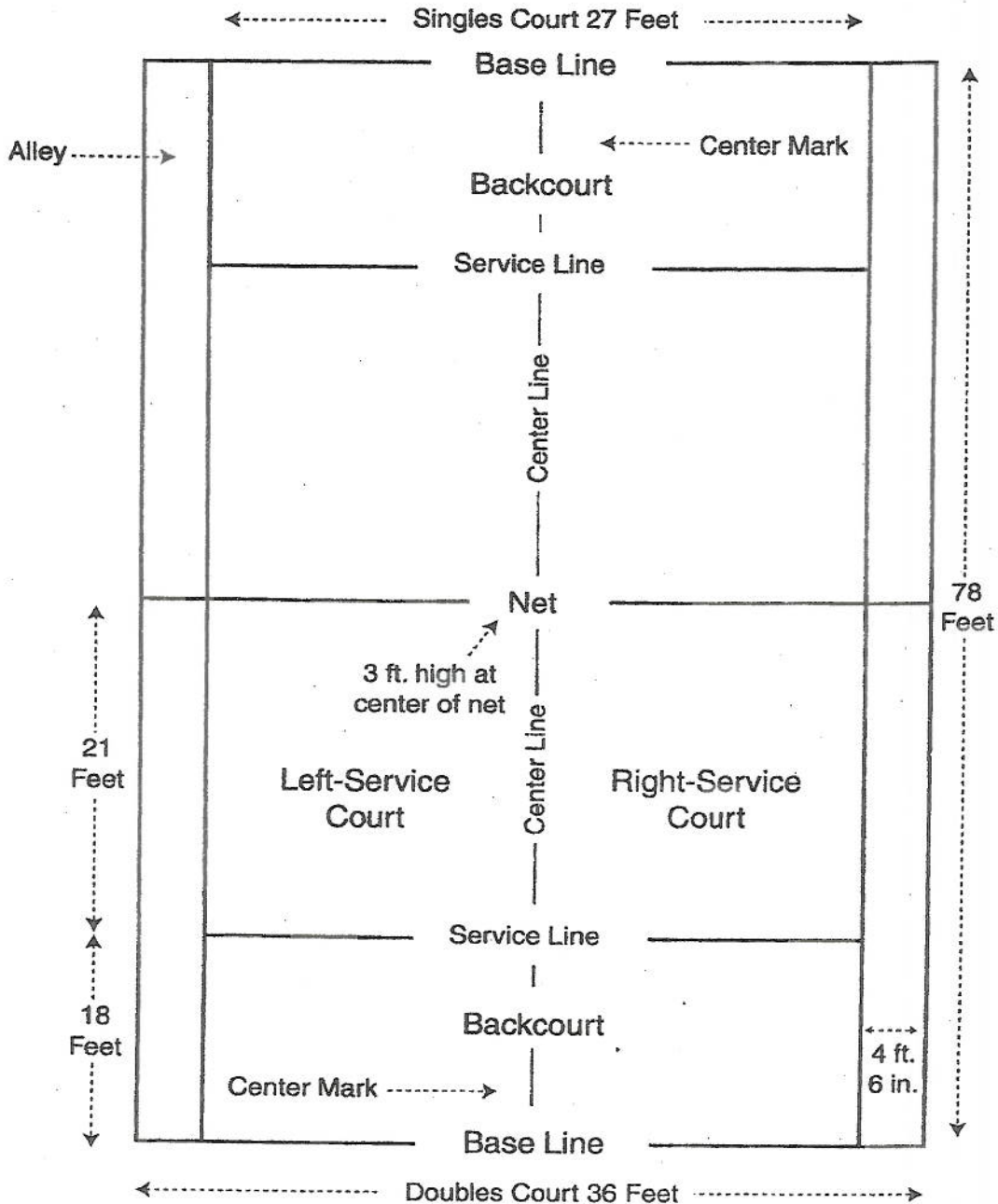


212. TENNIS COURT

The tennis court is 78 feet (23.8 meters) long, divided into two equal sides by a net standing 3 feet (0.9 meters) high at the center of the court. For singles, the court is 27 feet (8.2 meters) wide. For doubles, the width is increased to 36 feet (11 meters). Courts may be made of asphalt, clay, or grass.



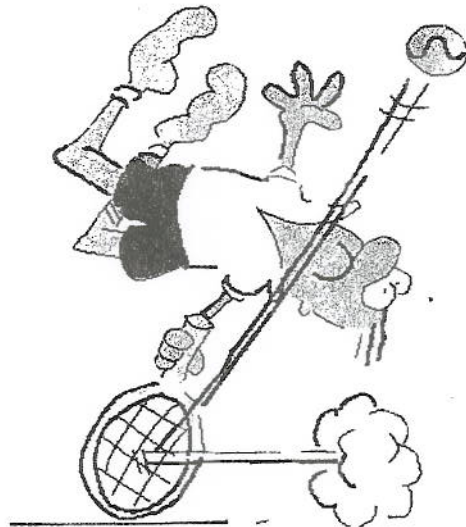
213. BASIC TENNIS RULES

Serving

- The server delivers the ball from behind the base line.
- Two tries are permitted for each service.
- If the ball strikes any part of the opponent's court except the service box, a "fault" is called.
- A fault is also called if the ball is served into the net, or if it strikes the net before hitting the opponent's court outside the service box.
- After a successful serve, the ball is hit back and forth until one player or side fails to return the ball successfully.
- A player serving the ball may not step on or over the base line until after contacting the ball.

Play

- If a player hits the ball before it touches the ground and is standing outside the court, the ball is still in play.
- A ball landing on the base line, sideline, or service line is good.
- The ball is good if it hits the top of the net and goes into the proper playing areas.
- A player must let the service ball bounce before it is hit.
- A player may not reach across the net to hit the ball, but may follow-through across the net.
- If a ball or a person from another court comes onto another player's court in the middle of a point, the player may call a "let" and the point will be replayed.

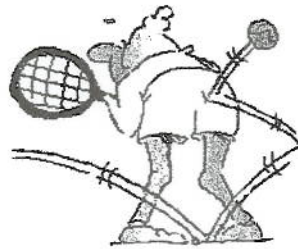


414. TENNIS SCORING RULES

- Scoring is identical in singles and doubles games.
- Tennis matches are scored using points, games, and sets.
- The server's score is always called first.
- The server continues the service during the entire game.
- A player wins a point when his or her opponent makes a fault.
- A fault occurs when:
 - A player hits two serves out or into the net (double fault).
 - A player hits the ball into the net during a rally.
 - A player hits the ball out of the court lines.

How Points Are Scored

- No point = Love
- First point = 15
- Second point = 30
- Third point = 40
- Fourth point = Game
- Deuce = Each side has 3 points or 40 all. One side must have two consecutive points after deuce to win a game.
- Advantage = The first point after deuce.
- If the server wins the first point after deuce, the score is called *advantage server* or *add-in*.
- If the receiver wins the first point after deuce, it is called *advantage receiver* or *add-out*.
- A set in tennis is the player who wins 6 games and is ahead by 2 games. Exceptions are when the games are tied at 6-6 each, and players play a 12-point tie-breaker. The set is scored 7-6 for the winner. A match in tennis is 2 out of 3 sets.



How a Player Loses a Point

- A player's racquet or clothing touches the net during a rally or point.
- He or she hits the ball on the second bounce while trying to get it over the net.
- The ball touches the player or his or her clothing during a rally before it bounces.
- The player plays the ball before it passes over the net.
- The player fails to hit the ball after the first bounce.
- The player fails to hit the ball into the proper playing area.

215. TENNIS ETIQUETTE

- All line calls should be made as quickly and as fairly as possible.
- If a player is not sure whether the ball is in or out, the point should be given to his or her opponent. The point should not be replayed.
 - The server's responsibility is to call the score out loudly in order for the opponent to hear it.
 - If there is interference on a player's side of the net during a rally, it is the player's option to immediately stop play and replay the point.
 - A player should compliment his or her opponent when a good point is made.
- A player should treat his or her opponent as he or she would like to be treated.
- Players should shake hands at the end of the match.



216. TENNIS TERMS

- Ace** A valid serve that is not touched by the opponent.
- Backhand** Player turns so that the shoulder of the racket-bearing arm faces the net before bringing the racket forward and across the body to meet the ball.
- Base line** The line on either end of the court representing the outer limits of the length of the court.
- Deuce** A tie at 40. Because a game must be won by two points, play continues from deuce until one player leads by a margin of two points.
- Double Fault** When both serve attempts fail and the opponent wins the point.
- Drop Shot** A lightly hit, spinning return that drops softly over the net, forcing the opponent to approach the net.
- Fault** Called if the ball is served into the net, or if it strikes the net before hitting the opponent's court outside the service box or before exiting the court completely.
- Foot Fault** If the server's foot enters the court before service is completed.
- Forehand** Player pivots the body so that the shoulder of the nonracket-bearing arm faces the net. The player then swings the racket forward to meet the ball.

- Let** If the ball touches the net and then falls into the diagonally opposite service box, a let is called, and the server is permitted to serve again.
- Lob** A high, soft return behind an opponent who has approached the net. It is frequently used to force the opponent to retreat to the back of the court to play the ball. The lob can also be used as a defensive stroke, providing time for the hitter to regain court position.
- Love** Zero points.
- Receiver** The player who receives the ball from the server.
- Smash** Powerful shot often used to return a lob that has not been hit high or deep enough. The shot is hit in a similar manner to the serve.
- Topspin** When a player strikes the ball so that it spins from low to high as it travels forward. Topspin enables a player to strike the ball with more power, because the added spin helps to bring the ball down and keep it in play.
- Underspin** When a player strikes the ball so that it spins from high to low as it travels forward. This shot is called a slice. Underspin causes the ball to lose speed and to bounce lower.
- Volley** When a player strikes the ball before it bounces. The volley is most often employed when a player is playing close to the net. The half volley is a low return of the ball just after it has bounced.

