

HANDOUT 1 -- TENNIS SCORING

POINTS

-- A **point** is earned when the ball does not clear the net, bounces without being returned, is hit out of bounds. Points are also awarded if any part of a player or his/her equipment touches the net, a ball touches a player anywhere besides his/her racket, a player makes a double hit, a player's thrown racket hits the ball, a player reaches over the net to make a volley.

-- By accumulating points, players can win **games**.

-- Points are named in the following manner:

If a player has no points in a game, his/her score is: LOVE

If a player has won one point in a game, his/her score is: 15

If a player has won two points in a game, his/her score is: 30

If a player has won three points in a game, his/her score is: 40

-- The fourth point won by a player is scored *game* for that player except as below:

DEUCE

-- If both players have won three points (40-40), the score is called **deuce**; and the next point won by a player is called advantage for that player.

If the server wins the point after deuce, the score is AD-IN (advantage to the server).

If the receiver wins the point after deuce, the score is AD-OUT (advantage to the receiver).

-- Once a player has advantage, if he/she wins the next point, it is game. If the player with the advantage loses the next point, the score is deuce again.

ANNOUNCING THE SCORE

--The server announces the score before the serve, giving his/her score first.

ex: If the server has won two points and the receiver has won one point, the score is given as "30 - 15"

SETS

--If a player wins six games, he/she wins a set. However, a player must win by a margin of two games.

-- If a set becomes tied at six games each, a tiebreaker is played. In a tiebreaker, players score points by ones. The first player to reach seven points wins the tiebreaker, but that player must win by two points.

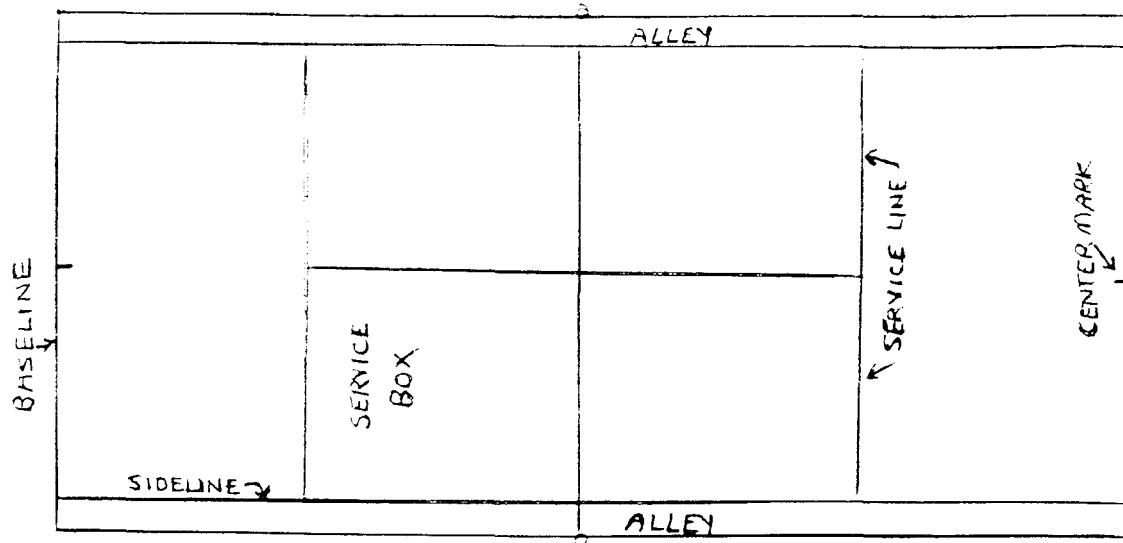
ex: A player has won a tiebreaker by a score of 7 to 5. He/she breaks the 6-6 tie, and wins the set 7-6.

MATCH

--Depending on the format that is established, the match is won when a player wins the best of three or five sets.

HANDOUT 2 -- TENNIS RULES

THE TENNIS COURT: the three main types of tennis courts are asphalt (hardcourts), grass, and clay.



BASIC TENNIS RULES

SERVING: Players alternate serving with each game. When a player serves, he/she alternates from the right court to the left court with each new point. Players begin each game by serving from the right court.

FAULTS: a serve is a fault (no good) if it does not pass over the net and hit the ground within the service box which is diagonally opposite. Faults also occur if a server misses the ball.

DOUBLE FAULTS: Two consecutive faults in the same point. Results in a point for the receiver.

BALL ON THE LINE: Any ball that lands on any part of the baseline or sideline is in.
Any serve that lands on any part of the service box lines is in.

THE SERVE IS A LET WHEN: The ball served touches the net, strap, or band, but still lands in the service box. A serve that does this but lands out of the box is a fault.
When a let occurs, the player gets his/her first serve over again.

SWITCHING SIDES: Players switch sides of the net after an odd number of games are completed.
ex: 1-0, 2-1, 3-2, 5-0, etc.

SERVING IN A TIEBREAKER: In a tiebreaker, players alternate serve every two points, and always serve from the right then left.

SWITCHING SIDES/TIEBREAKER: In a tiebreaker, players switch sides every six points.

HANDOUT 3 -- TENNIS TERMS & STRATEGIES

ACE: A point earned on serving a ball that the returner is unable to get his/her racket on.

APPROACH SHOT: A hard, deep to the corner shot that puts the opponent on the defensive so that one can approach the net for a volley.

BACKCOURT: The area between the baseline and the service line.

BREAK: When a player wins a game that his/her opponent served.

CROSS-COURT: A stroke that hits the ball diagonally over the net to the other side of the court.

DROP SHOT: A stroke hit softly and easily just over the net.

FOOT FAULT: An incorrect position of the feet before or during the serve (ex: foot inside the baseline)

HITTING DEEP: Hitting to an area on or within 3 feet of the baseline.

HITTING SHORT: Hitting to an area near the service line.

LET: A served ball that touches the net and still lands in the proper court. Played over without penalty.

LOB: A stroke in which the ball is lifted high into the air.

LOVE: A scoring term meaning zero. (for points, games, sets)

OVERHEAD SMASH: Shot made with a hard overhead stroke so that the ball comes down sharply into the opponent's court.

PASSING SHOT: Shot made when a player's opponent is at the net waiting to volley. Shot is hit past the player at the net so that he/she cannot make a volley.

RALLY: A long series of strokes back and forth.

BASIC STRATEGIES

HITTING WITH SPIN: Backspin causes the ball to bounce lower, or skid. It is used at many times, including: drop shots, approach shots, and groundstrokes..

Topspin causes the ball to bounce higher, or "kick". It is used on power strokes, and serves.

COMING TO THE NET: It is best to come to the net on a short ball from your opponent. If a ball lands near the service line, one can go up to hit an approach shot and then wait to make a point ending volley at the net.

SERVE AND VOLLEY: Players with powerful serves use this strategy. They hit a powerful serve and rush immediately to the net to make a put-away volley.